

75P
Every Thursday

EVERYTHING YOU NEED TO KNOW ABOUT YOUR MACHINE

GAMES-X

27th Feb -
4th March '92
Issue 44

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

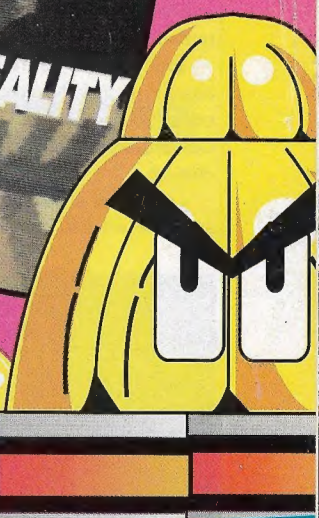


EXCLUSIVE:
GREMLIN'S NINJA FROM
THE NTH DIMENSION...

ZOO

GAMES INSIDE...

- ★ THE TAKING OF BEVERLY HILLS
- ★ ECO QUEST
- ★ DESERT STRIKE - MEGA DRIVE
- ★ TEST DRIVE II - MASTER SYSTEM
- ★ NINJA GAIDEN - PC ENGINE
- ★ MONOPOLY - GAME BOY
- ★ D/GENERATION
- ★ PINBALL DREAMS
- ★ PLUS MANY MORE...



COMPO

SOFTWARE AND SKI LESSONS TO BE WON IN ACCOLADE'S GREAT WINTER CHALLENGE **PAGE 9**

THE BEST BUDGET RELEASES
PAGE 34

DARKLANDS
PREVIEWED PAGE 44

SIX PAGES PACKED WITH TIPS, HINTS AND CHEATS

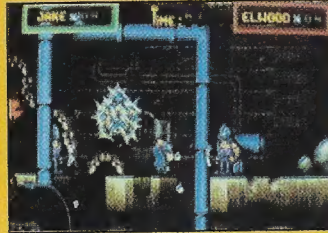
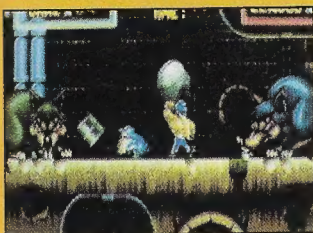
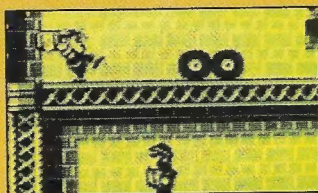
9 770962 105037 09

BLUES BROTHERS

In the past we've brought news of the release of *The Blues Brothers* on Nintendo. Now we've finally managed to get screenshots of the game on both Game Boy and Super NES.

The great music from the movie really maintains the frenetic pace of the platform action. Also the computerised representations of the characters are just like Ackroyd and Belushi in the movie.

The *Blues Brothers* will be released on 8-bit Nintendo in April, Game Boy in May and 16-bit in July.



ATMOSFEAR

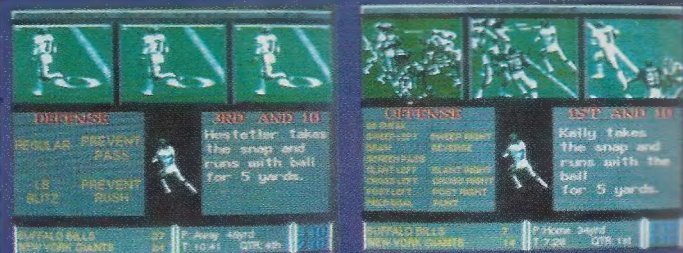
Check out this one guys. It's a video board-game from Spear's Games called *Atmosfear*, and by golly it's as spooky as a very spooky thing!

Played in much the same way as conventional board-games, *Atmosfear* has the additional extra of a video host, known as the Gatekeeper, who snarls orders at the players. Hmm, he must be related to Dr X.

The idea is to race around the board in an attempt to collect six keys to unlock your nightmares. If however, the Gatekeeper should appear he must be obeyed!

Atmosfear should be available very soon and will cost around £30. Already

the best selling board-game in Australia, it looks too scary to be true. We can't wait to play it.



TOUCHDOWN!

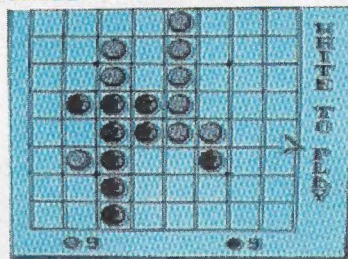
Newcomer Strike Force Design is set to release the ultimate American football game. *Touchdown!* is a constantly evolving, forever changing, and genuinely entertaining American Football management game.

Touchdown! features a whole range of mega features such as specialised training, spying on the opposition, trading players and full statistical tables.

Due for release on the ST, Amiga and Amstrad CPC, the game will be available directly from Strike Force Design and will cost £14.95. Watch out for a full review in *Games-X* over the next few weeks!

It's a must for those long journeys! Available in March.

4-IN-ONE



Traditional board-games tend to make brilliant hand held entertainment. *4-in-1*, as the title may suggest to you, contains a quartet of little board-game belters for the Game Boy.

There's Sargon chess which features six difficulty levels, hints and tips, take-back and replay; as well as backgammon; reversi and checkers. All of these have various levels of difficulty and a two-player link-up feature.

EARNEST EVANS

Earnest Evans is the nearest thing to Indiana Jones you'll see this side of a legal suit. Right down to the fedora and bullwhip.

The game follows a typical Doctor Jones action adventure as you search for a number of Inca idols which have been scattered around the world. It's an all-action arcade game, combining platform and puzzle with beat'em-up confrontations.

You may have seen the game reviewed in issue 40 on Mega-CD, and



now it will be available for Mega Drive in March, and Game Gear in the autumn.

HOOK

Well shiver me timbers, if it ain't the video game of Stephen Spielberg's latest blockbuster movie, *Hook*. The game is being programmed in-house by the same chap responsible for Ocean's previous movie hit - *Terminator 2: Judgement Day*.

Hook is an adventure game that sees you assuming the role of the grown-up Peter Pan. As Peter you must join forces with Tinkerbell and find your way back to Never Never Land where you must rescue your kids from the menacing Hook.

The action is controlled using a point-and-click method and the puzzles have been designed around the movie's plot. So far the project is about halfway through its development. So watch out for more information.



NICK FALDO'S GOLF

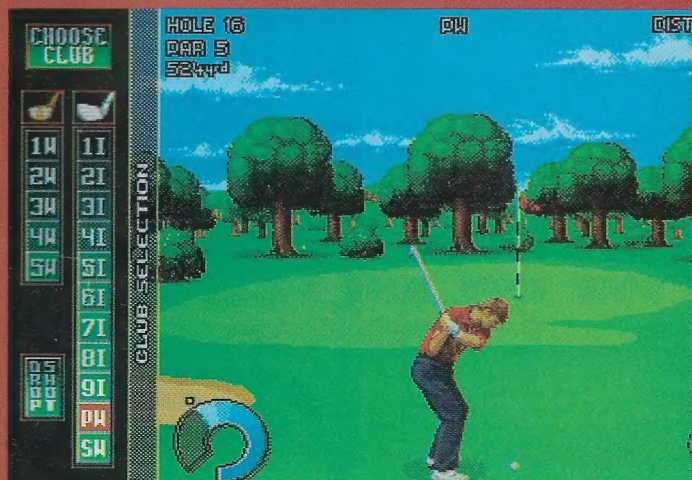
Grandslam Video looks set to release its contender for the ultimate golfing game. It is played in a 3D perspective and also uses a sophisticated scaling method that enables the player to see exactly where the ball is heading.

Nick Faldo's Golf will allow up to eight players to compete against each other on an even level with the use of a handicap system.

Weather will play a major role in the game too. Players will have to contend with the wind and rain that make conditions particularly hazardous.

In addition to the courses supplied with the game, Grandslam Video is also planning on releasing further courses and even a construction kit.

Nick Faldo's Golf is due for release around Easter time on a number of different formats.



INSIDE INFO

Best of the Bunch

Virtual Reality 12

GX reports from Legend Quest – W Industries latest advance in the realms of simulated existence. The results, as you'll see, are out of this real world!



Darklands P44

Regulars



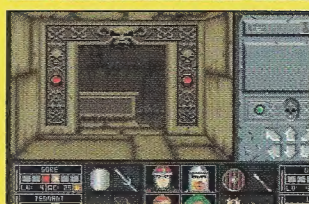
Street Talk 40

This week we visit God's chosen land – that's Manchester for the unenlightened.

Compo 9

Ever fancied a day on the piste – free? Now's your chance!

Game of the Week



Black Crypt 14

The best RPG since Dungeon Master? Take a look at Electronic Art's latest...

Software Charts 7

It's all happening in the charts this week. See page 23 for the Master System chart.

Console Connexions 22

The latest office fave, the superb Desert Strike on the Mega Drive, Monopoly on the Game Boy, bundles more games plus two new Mega Drive joysticks!

Tip-X 29

Railroad Tycoon, Populous II, Turrican, plus much more...

Player's Guide 30-32

Part two of our incredibly informative and startlingly revealing guide to Another World from Delphine.

Dr X's Clinic 39

The miserable one discovers his karma... hmm.

Sneaky Peeks 42-45

Microprose's first RPG, Darklands and Gremlin's latest super hero, Zool.

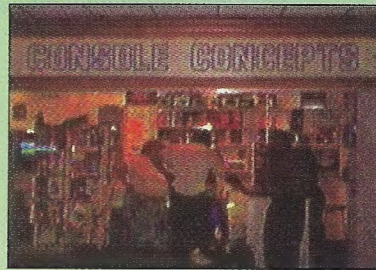
X-it 46

ON YOUR MACHINE THIS WEEK

AMIGA	GAME BOY
Black Crypt.....14	Monopoly.....20
Darklands44	
Combo Racer.....34	MEGA DRIVE
Eco Quest.....16	Black Crypt.....14
James Pond.....35	Desert Strike.....22
Midnight Resistance.....35	Rolling Thunder 227
Pinball Dreams19	Valis27
Super Off-Road Racer34	
Toyota Rally34	PC COMPATIBLE
Venus the Flytrap.....35	D/Generation18
Zool42	Darklands44
	Eco Quest.....16
	Taking of Beverly Hills21
ATARI ST	
Combo Racer.....34	MASTER SYSTEM
James Pond.....35	Beast Mastermix '92.....25
Midnight Resistance.....35	Test Drive II25
Super Off-Road Racer34	
Toyota Rally34	PC ENGINE
Venus the Flytrap.....35	Ninja Gaiden.....24

CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES



Mail Order address
Console Concept
The Village
Newcastle-u-Lyme
Staffs ST5 1QL
(0782) 712759

SHOP HOURS
 Sat/Weekdays 9.00 - 5.30pm
 Thursdays 9.00 - 1.00pm

ORDER LINE 0782 712759 9am - 6.30pm (3 lines)
EVENING HOTLINE (STRICTLY ORDERS ONLY) 0782 213993 6.30pm - 8.30pm (Answerphone)

MEGADRIVE TV VERSION

RUNS ALL GAMES
 JAP/UK/USA
 JOYPAD, POWER SUPPLY,
 1 SONIC HEDGEHOG
 OR ANY GAME UP TO £31
 1 DUSTCOVER
 1 STEREO HEADPHONES
 12 MONTHS GUARANTEE

£135.00+P+P
 NEXT DAY DELIVERY



NEO GEO OFFICIAL UK VERSION (PAL OR SCART) CONSOLE

INCLUDES
 NEO GEO CONSOLE
 UK POWER SUPPLY
 1 JOYSTICK
 UK INSTRUCTIONS
 1 GAME (UP TO £120)
 YOUR CHOICE
 12 MONTHS GUARANTEE

£399.00+P+P



MEGADRIVE TV VERSION DELUXE PACK

RUNS ALL GAMES JAP/UK/USA
 JOYPAD, POWER SUPPLY,
 + 2 GAMES OF YOUR CHOICE
 UP TO £31 EACH
 1 STEREO HEADPHONES
 1 DUSTCOVER
 1 EXTRA JOYPAD
 1 DELUXE CARRY CASE
 (Holds Mega Drive, Games,
 Power Supply etc)
 12 MONTHS GUARANTEE

£190+P+P
 NEXT DAY DELIVERY



SEGA CD ROM

CD ROM UNIT (PAL OR SCART) + 2 GAMES.....£380.00

SEGA CD ROM UNIT



HEAVY NOVA£40.00
 SOLFEACE£40.00
 ERNEST EVANS.....£40.00
 ALESTECALL
 SIM EARTH.....CALL
 WORLD RALLY.....CALL

MEGADRIVE (JAP) NEW

TOKI£35.00
 TECMO WORLD SOCCER.....£35.00
 F1 CIRCUS£34.00
 F1 GRAND PRIX£36.00



F1 GRAND PRIX MEGA DRIVE

SUPER FANTASY ZONE.....£31.00
 ROAD BUSTER£31.00
 STEEL EMPEROR£31.00
 VALISCALL
 CRUDE BUSTER.....CALL
 UNDEADLINE£35.00
 DEVIL CRASH.....£31.00
 FIGHTING MASTERS£36.00

FIGHTING MASTERS MEGA DRIVE



QUACKSHOT£30.00
 MERCS£31.00
 BEAST WARRIORS.....£34.00
 TURBO OUTRUN£25.00

MEGADRIVE (USA) NEW

ROBOCOD£31.00
 F22 INTERCEPTOR.....£34.00
 JOHN MADDEN II.....£34.00
 ICE HOCKEY£38.00
 IMMORTAL£31.00
 GOLDEN AXE II.....£36.00
 CALIFORNIA GAMES.....£34.00
 HEAVY NOVA£36.00
 ROAD RASH.....£34.00



ROAD RASH MEGA DRIVE

PITFIGHTER.....£45.00
 TERMINATOR.....CALL
 CHUCK ROCK.....CALL
 RINGS OF POWER£38.00
 DESERT STRIKE.....£35.00
 BUCK ROGERSCALL
 MARBLE MADNESS.....CALL
 SONIC HEDGEHOG.....£34.00
 MARIO LEMIUX£38.00
 STREETS OF RAGE£35.00
 WINTER CHALLENGE.....£35.00
 PGA TOUR GOLF.....£38.00
 MONACO GP.....£34.00
 LAKERS VS CELTICS.....£36.00
 TWO CRUDE DUDES.....CALL

MEGADRIVE JAP SPECIAL OFFERS

GAIN GROUND£20.00
 ULTIMATE TIGER.....£20.00
 GALAXY FORCE II£20.00
 GRANADA X£20.00
 PHELIOS£20.00
 MAGICAL HAT£20.00
 OUTRUN£20.00
 ALIEN STORM.....£20.00
 RUNARK (GROWL).....£20.00

FIRE MUSTANG£20.00
 THUNDER FORCE II.....£20.00
 VERYTEX£20.00

NINTENDO USA SNES

SNES CONSOLE INC SUPER MARIO (SCART ONLY) PLAYS JAP/USA GAMES.....£220.00
 LEGEND OF ZELDA.....£45.00
 JOE & MAC.....£45.00
 LAGOON.....£45.00
 THE SIMPSONS.....CALL
 FINAL FANTASY II.....£45.00
 J. MADDEN FOOTBALL.....£45.00

J. MADDEN FOOTBALL SUPER NES



PAPERBOY II.....£45.00
 SUPER OFF ROAD RACING.....£49.00
 SMASH TV.....£49.00
 HOOKCALL
 ROBOCOP III.....CALL
 MYSTICAL NINJA.....CALL
 WRESTLEMANIA.....CALL
 ROCKETEER.....CALL
 PITFIGHTER.....CALL

NINTENDO SUPER FAMICOM (JAP)

NINTENDO SUPER FAMICOM INC 2 GAMES.....£245.00 + P+P
 NINTENDO JAP TO USA CONVERTOR.....£25.00
 SUPER FORMATION.....£44.00
 SOCCER.....£44.00
 SUPER GHOULS & GHOSTS.....£47.00



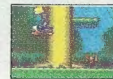
SUPER GHOULS & GHOSTS FAMICOM

LEMMINGS£47.00
 SUPER ADV ISLAND.....£47.00
 SPARKYS QUEST£47.00
 THUNDERSPIRIT.....£47.00
 S. TENNIS£45.00
 CASTLEVANIA IV.....£47.00
 UN SQUADRON (AREA 88).....£47.00
 R-TYPE£41.00
 RAIDEN£41.00
 JOE & MAC.....£47.00
 D-FORCE.....£41.00
 F1 GRAND PRIX.....£47.00
 SUPER CONTRA£47.00

GAME GEAR

HALLEY WARS (USA).....£28.00
 GALAGA 91 (JAP).....£24.00
 MONACO GP (JAP).....£24.00
 SHINOBI (USA).....£25.00
 FANTASY ZONE (JAP).....£24.00
 OUTRUN (JAP).....£24.00
 HEAVYWEIGHT CHAMP (JAP).....£24.00
 ALESTE (JAP).....£24.00
 DONALD DUCK (JAP).....£24.00

DONALD DUCK GAME GEAR



SONIC HEDGEHOG (USA) £29.00



SONIC THE HEDGEHOG GAME GEAR

NINJA GAIDEN (JAP).....£24.00

ATARI LYNX
 BLOCKOUT£26.00
 STUN RUNNER.....£26.00
 APB.....£26.00
 BILL & TED.....£26.00
 VIKING CHILD.....£26.00

XYBOTS£26.00
 WARBIRDS£26.00
 NINJA GAIDEN.....£26.00
 AWESOME GOLF.....£26.00
 SCRAPYARD DOG.....£26.00

SCRAPYARD DOG ATARI LYNX



BELT POWER PACK.....£7.00

NEO GEO

FATAL FURY£130.00
 THRASH RALLY£110.00
 SENGOKU£110.00
 KING OF THE MONSTERS.....£110.00
 ROBO ARMY£110.00
 EIGHT MAN£110.00
 SOCCER BRAWL£110.00
 LAST RESORT£110.00

GAMEBOY USA

NINJA GAIDEN£24.00
 DOUBLE DRAGON II£24.00
 THE ADDAMS FAMILY.....£24.00
 PRINCE OF PERSIA£24.00
 CASTLEVANIA II.....£24.00



CASTLEVANIA II GAME BOY

TMNT II.....£24.00
 CHOPLIFTER.....£24.00
 SNOW BROTHERS.....£24.00
 NASCAR FAST TRACKS.....£24.00
 PIT FIGHTER.....£24.00
 ASTEROIDS.....£24.00
 TERMINATOR II.....£24.00
 BEETLEJUICE.....£24.00

PC ENGINE

NINJA GAIDEN.....£34.00
 CYBER DODGE.....£34.00
 DRAGON SABRE.....£35.00
 DORAMON II.....£35.00
 LIQUID KID.....£35.00
 BALLISTIX.....£35.00
 FIGHTING RUN.....£35.00
 PC KID II.....£35.00
 BUBBLEGUM CRASH.....£34.00
 PARODIUS.....£38.00

PC ENGINE CD ROM

SUPER SYSTEM CARD.....£60.00
 PC ENGINE DUO/ CD ROM.....£390.00
 SUPER SYSTEM CD ROM II.....£300.00
 PRINCE OF PERSIA (PLATFORM).....£40.00
 ADVENTURE OF CHRIS (PLATFORM).....£40.00
 R-TYPE COMPLETE.....£40.00
 SPRIGGAN.....£40.00
 SPLASH LAKE.....£40.00
 SOCCER.....£40.00

SEGA MEGA DRIVE NEWS/NEW RELEASES AND COMPETITION LINE
 TEL: 0898 662554
 SUPER FAMICOM NEWS/NEW RELEASES AND COMPETITION LINE
 TEL: 0898 662555
 HAVE A CHANCE TO WIN A PC ENGINE DUO CD ROM SYSTEM OR THE SEGA LINE
 HAVE A CHANCE TO WIN A FAMICOM GAMES AND A JB KING JOYSTICK ON THE FAMICOM LINE
 ALL CALLS COST 36P PER MIN
 CHEAP RATE 48P PER MIN AT ALL OTHER TIMES. GET TELEPHONE OWNERS PERMISSION BEFORE CALLING 0898 NUMBERS

PC ENGINE GT HANDHELD

1 FREE GAME £250.00 + P+P

ATARI LYNX II

1 FREE GAME £115.00 + P+P

PC ENGINE PAL OR SCART

+ 1 GAME (YOUR CHOICE)
 + 1 GAME (OUR CHOICE)
 £165+P+P NEXT DAY DELIVERY
 12 MONTHS GUARANTEE

SUPER FAMICOM SCART

INCLUDES SUPER FAMICOM,
 2 JOYPADS, POWER SUPPLY, 2 GAMES, 12 MONTHS GUARANTEE
 £270.00+P+P NEXT DAY DELIVERY

ALL ORDERS PLACED BEFORE 4PM DESPATCHED SAME DAY. ALL GAMES ARE JAP IMPORT UNLESS MARKED. GAMES MARKED USA ARE USA IMPORT GAMES

NOTE: JAP GAMES NEED ADAPTOR FOR USE ON UK MEGADRIVE



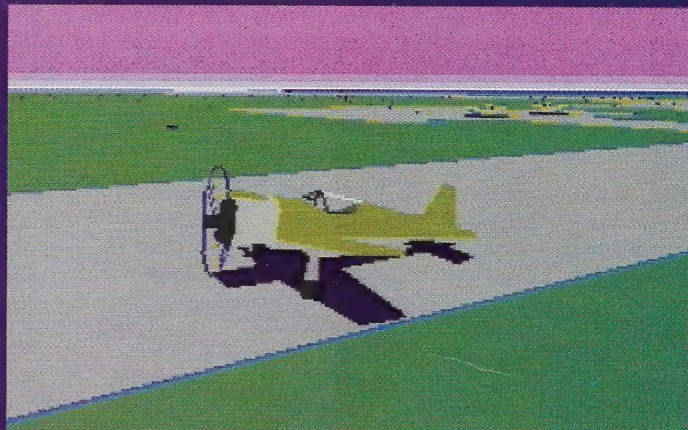
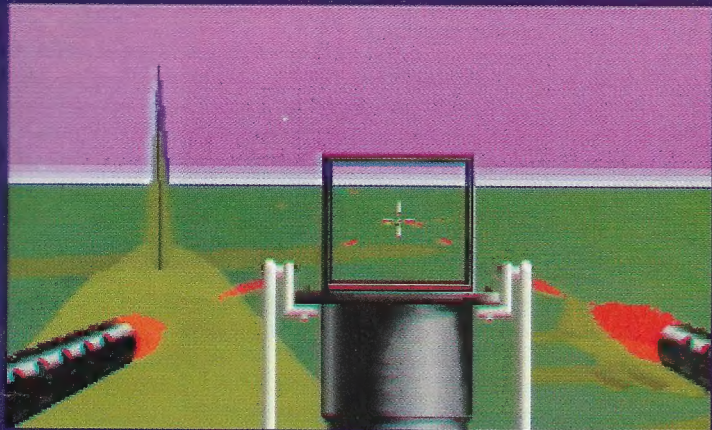
Please mention Games-X when replying to this advert.

ORDER DETAILS: All consoles are despatched Parcel Force Next Day Delivery (Saturday delivery is extra £6.00) Cheques - Please allow 5 working days for clearance
 P+P: Consoles £10.00, Joysticks £2.50, Each game £1.00
 Please state if you are a new customer or please quote your customer number.
 WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT NOTIFICATION

Please mention Games-X when replying to this advert.



ORDER HOTLINE 9AM TO 6.30PM TEL 0782 712759



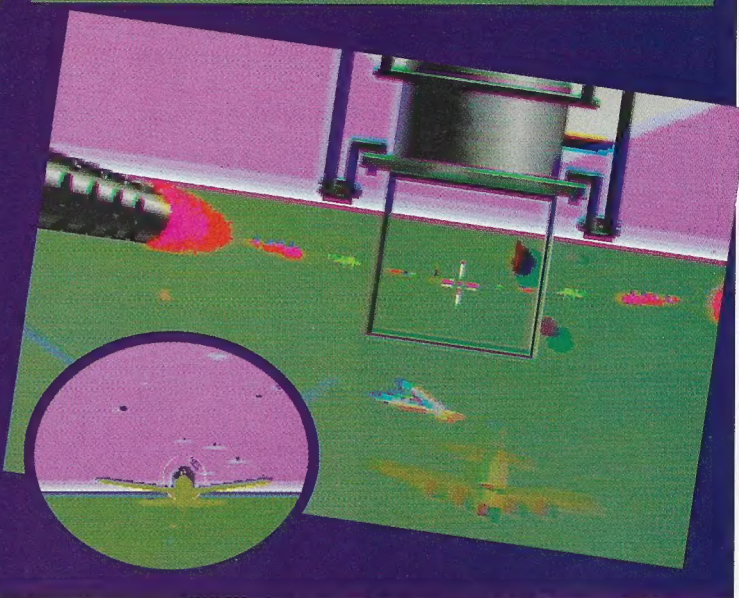
B-17 FLYING FORTRESS

A simulation of the massive US bomber, *B-17 Flying Fortress* is due to roll out of the Microprose hangar in April. In the cockpit of this flying colossus, you will experience all aspects of flight and you'll also get the chance to relive historic day and night-time missions.

The B-17 has a 10 man team and so this is almost a full role-playing environment within the confines of an aircraft fuselage.

Microprose is boasting that the instrumentation is the most accurate ever seen in a bomber sim, and the 3D environment is really believable. The team wants you to believe that when you open the bomb doors and drop the payload you're responsible for the resulting destruction.

B-17 Flying Fortress will be available first on the PC sometime during the spring with a hotly-awaited Amiga version planned for the latter part of the year.



THE FIVE NATIONS

Did you see England rugby team crush the French 31-13? Well, to celebrate the 1992 Five Nations Championship, Audiogenic is planning to release a special edition of its splendid World Class Rugby game. *World Class Rugby - The Five Nations* allows you to complete in the championship and incorporates the Calcutta Cup, the Triple Crown and the Grand Slam!

Out soon from Audiogenic, *World Class Rugby - The Five Nations* will be available on the ST, Amiga and PC.



BITMAP COLLECTION

Dodging the limelight these days, the increasingly reclusive **Bitmap Brothers** are to release two **compilation packs**. These will feature some of their phenomenal hit games; *Xenon*, *Xenon 2*, *Speedball*, *Speedball 2* and *Cadaver*.

To be released on the Renegade label. The exact line-up for each

compilers, so a couple of three title compilations have got to be good news. The first of the compilations is set for an April release.

COMPETITION WINNERS



Robert Went of Loughborough is now the proud owner of a Philips colour monitor which he won in the GX compo way back in issue 29, while Chris Leigh of Blackpool came away with a hi-tech video recorder from the Freeze-Frame compo in issue 30.

The Crayons at the Ready overall competition winner is Steve Richardson who receives the full range of Readysoft titles, plus a year's supply of releases.

The 10 runners-up are as follows: John Oakes, Clwyd, North Wales; Thomas Ackers, Chester; Lee Marsden, Leicestershire; Thomas Latham, Lancashire; Pauline Mathieson, Glasgow; Richard Ainley, West Yorkshire; Jamie West, London; Kevin Frostick, Clwyd, North Wales; Craig Billington, Northwich, and Scott Davenport from Wigan in Lancashire.



compilation has yet to be decided on, but they will be released on the Amiga and ST.

The Bitmap Brothers games, without exception, have been real

PROPHECY OF THE SHADOW

Billed as a visual extravaganza, *Prophecy of the Shadow* incorporates over 100 digitized art and animation sequences. Players will be given the opportunity to communicate with over 50 characters, and conversation will be a key to winning the game as players build up allies and foes.

Prophecy of the Shadow will feature a simple point-and-click interface that will speed up play no end. Programmed in-house by SSI, it's the first in the new *Tales of Magic* series.

Released by US Gold at the beginning of May the game will be available on PC and Amiga for £35.99.



THE DARK QUEEN OF KRYNN



In issue 36 we brought you news of *The Dark Queen of Krynn*, now we've a screenshot to whet your appetites even more. The Dark Queen's up to her old tricks and it's down to you to throw a spanner in the works. It will fall to PC and Amiga owners to travel around the fabled land of Krynn, skewering nasties as they go.

The Dark Queen of Krynn is another great game in the SSI *Advanced Dungeons and Dragons*

series. Set in the mythical Dragonlance world, the game will take players between 40 and 100 hours to complete!

The Dark Queen of Krynn will cost £32.99 and is set to be released in April on the PC and June on the Amiga.

ROME

The team responsible for Millennium's Robin Hood is designing a game using the real-time engine which made the people of Sherwood live and breath.

The program and engine were designed by Steve Grand, while the graphics are being drawn by Paul Dobson, at Millennium.

Rome is to be based on a board-game created by project director Ian Saunter. It's a game of politics, intrigue, wealth, military might and assassination set during the Roman Empire.

To feature on the PC and Amiga in the autumn. More news as we get it.

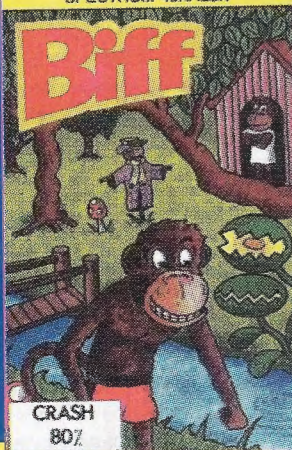
ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Abandoned Places	Electronic Zoo	PC	£34.99	19/3/92
Bodlakon	Electronic Arts	C64 (disk)	£16.99	2/3/92
Castles	Electronic Arts	Amiga	£29.99	25/2/92
		ST	£29.99	2/3/92
		Mac	£34.99	2/3/92
Elvira	Accolade	Amiga	£25.99	28/2/92
Fern Gulley Book	Accolade	Amiga	£19.99	5/3/92
Fire Force	Electronic Zoo	Amiga	£25.99	12/3/92
		ST	£25.99	12/3/92
Live Nation Rugby	Audiogenic	Amiga	£25.99	5/3/92
		ST	£25.99	5/3/92
		PC	£34.99	5/3/92
Global Effect	Millennium	Amiga	£25.99	12/3/92
		ST	£25.99	12/3/92
Grand Master Chess	Accolade	PC	£34.99	3/3/92
Guy Spy	Empire	PC	£39.99	18/3/92
Harpoon Battles	Electronic Arts	Amiga	£14.99	5/3/92
Home Alone Book	Accolade	Amiga	£19.99	5/3/92
Marble Madness	Electronic Arts	Mega Drive	£34.99	28/2/92
PC Games Collection	Domark	PC	£39.99	28/2/92
Shadowlands	Domark	Amiga	£29.99	12/3/92
		ST	£29.99	12/3/92
Son of Zeus	Electronic Zoo	Amiga	£25.99	18/3/92
Star Trek	Electronic Arts	PC	£34.99	28/2/92
Trivial Pursuit	Domark	CDTV	£44/99	5/3/92
Turtles 2	Acclaim	Amiga	£25.99	2/3/92
		ST	£25.99	2/3/92
		PC	£29.99	2/3/92
Ultima 6	Minscape	Amiga	£30.99	4/3/92
		ST	£30.99	4/3/92

SPECTRUM 48K/128K



CRASH
807

BIFF OUT IN YOUR SHOPS MARCH 12TH

Biff the lovable chimp stars in this excellent arcade graphic adventure. Superb graphics, smooth animation & gripping gameplay makes this a real winner at a price you just can't miss!



Available on Spectrum,
C64, Amstrad £3.99
ST, Amiga £7.99

Distributors and Retailers, if you have problems obtaining this product phone (0933) 57998 for info. Beyond Belief, 19 Oaks Drive, Higham Ferrers, Northants, NN98EX. Tel (0933) 57998 Fax (0933) 311790

SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	◆	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
3	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
4	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
5	◆	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
6	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
7	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
8	▲	JAMES POND 2: ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
9	★	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
10	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
11	▲	ANOTHER WORLD House: US GOLD Team: DELPHINE
12	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
13	▲	ROBOCOP 3 House: OCEAN Team: DID
14	▼	SOCCER STARS House: EMPIRE Team: VARIOUS
15	▼	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
16	★	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
17	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
18	★	NINJA COLLECTION House: OCEAN Team: VARIOUS
19	★	THE JETSONS House: HI TEC Team: IN HOUSE
20	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS

1	▲	RAINBOW ISLANDS House: HIT SQUAD Team: GRAFTGOLD
2	▼	BUBBLE DIZZY House: CODEMASTERS Team: LYNDON SHARP
3	▲	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
4	▼	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE
5	▲	THE NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
6	★	F16 COMBAT PILOT House: ACTION 16 Team: DI
7	★	SUPER SEYMOUR House: CODEMASTERS Team: BIG RED SOFTWARE
8	◆	SCOOBY DOO & SCRAPPY DOO House: HI TEC Team: IN HOUSE
9	★	CHASE HQ House: HIT SQUAD Team: TEQUE
10	★	ULTIMATE GOLF House: GBH GOLD Team: GREMLIN

1	◆	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	◆	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	★	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
4	▲	ROBOCOP 3 House: OCEAN Team: DID
5	▼	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
6	★	JAMES POND 2: ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
7	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
8	★	FOOTBALL CRAZY CHALLENGE House: ANCO Team: DINO DINI
9	▼	ABANDONED PLACES House: ELECTRONIC ZOO Team: ARTGAME
10	★	CRUISE FOR A CORPSE House: US GOLD Team: DELPHINE

1	◆	ANOTHER WORLD House: US GOLD Team: DELPHINE
2	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
3	▲	JAMES POND 2: ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
4	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
5	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
6	★	NINJA COLLECTION House: OCEAN Team: VARIOUS
7	▼	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
8	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
9	★	DRAGON BREED House: ACTIVISION Team: ARC DEVELOPMENTS
10	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS

1	◆	MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT
2	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	★	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
4	★	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
5	▼	EYE OF THE BEHOLDER 2 House: US GOLD Team: SSI
6	▼	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
7	★	HELTER SKELTER House: AUDIOGENIC Team: ASSEMBLY LINE
8	★	SUPER SPACE INVADERS House: DOMARK Team: THE KREMLIN
9	★	UNIVERSE 3 House: IMPRESSIONS Team: IN HOUSE
10	★	AIR COMBAT ACES House: UBI SOFT Team: VARIOUS

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

Phantastic Games

103a St John's Hill, London SW11 1SY

Telephone: 071-738 0617



The first 250 Customers to place an order will receive a poster completely FREE - Quote ref:- WS1 Robocop - WWF - Star Trek - etc.



AMIGA SOFTWARE

THIS IS JUST A SMALL SELECTION OF AMIGA PRODUCTS. WE ALSO STOCK ATARI, SEGA AND PC ITEMS. PLEASE CALL US FOR DETAILS.

4D Boxing	£18.50	F-15 Strike Eagle 2	£24.99	Railroad Tycoon	£24.99
Addicted To Fun	£14.50	Flight Of The Intruder	£24.99	Renegade Interceptor	£25.99
Alien Breed	£18.50	Formula 1 3D	£18.50	Thunderhawk	£22.50
Armalyte	£18.50	Hunter	£21.50	Virtual Reality	£24.99
Battle Chess 2	£18.50	Kings Quest 5	£28.99	Zone Warrior	£18.50
Blade Warrior	£18.50	Life & Death	£18.50	Adv Military - CDTV	£25.50
Brain Blasters	£18.50	Midwinter 2	£24.99	CD Remix - CDTV	£25.50
Cruise For A Corpse	£18.50	Outzone	£18.50	Lemmings - CDTV	£25.50
Cybercon 3	£18.50	PP Hammer	£17.99	Psycho Killer - CDTV	£25.50
Double Double Bill	£25.99	R Type 2	£18.50	Sim City - CDTV	£25.50

AMIGA HARDWARE & PERIPHERALS

Commodore A500 Cartoon Classics +	£375.00
Commodore A500 Standard Pack	£335.00
Comodore CDTV	£475.00
Amiga 1/2 Meg Memory Upgrades	£35.99
Amiga External Drives	£54.99
Amiga 1 1/2 Meg Mem Upgrades	Special £79.99
Stingray Joysticks Standard & Auto	£10.99
Zipsticks	£13.99
Comp Pro 5000 (Multi)	£9.99
Speedking Standard	£9.99
Speedking Auto	£10.99
Quickjoy Topstars	£18.99
Challenger Cables	£23.99

Amiga A500 Stand alone package ~~£345.00~~

→ **AMAZING SPECIAL OFFER - NEW PRICE WHILE STOCKS LAST.....** £290 !! ←

Post & Packing: Free on 2 or more Software titles.
At cost on Hardware.

Delivery: Please allow 7-10 days on Software.
10-14 days on Hardware.

**Ask about our
Gold Customer Club
which entitles you to
even better discounts!!**

ACCOLADES' GREAT WINTER CHALLENGE COMPETITION



Win a day's Professional Skiing tutorial for two, plus a copy of the game. 10 runners-up receive a copy of Accolades' Winter Challenge on the Sega Mega Drive.



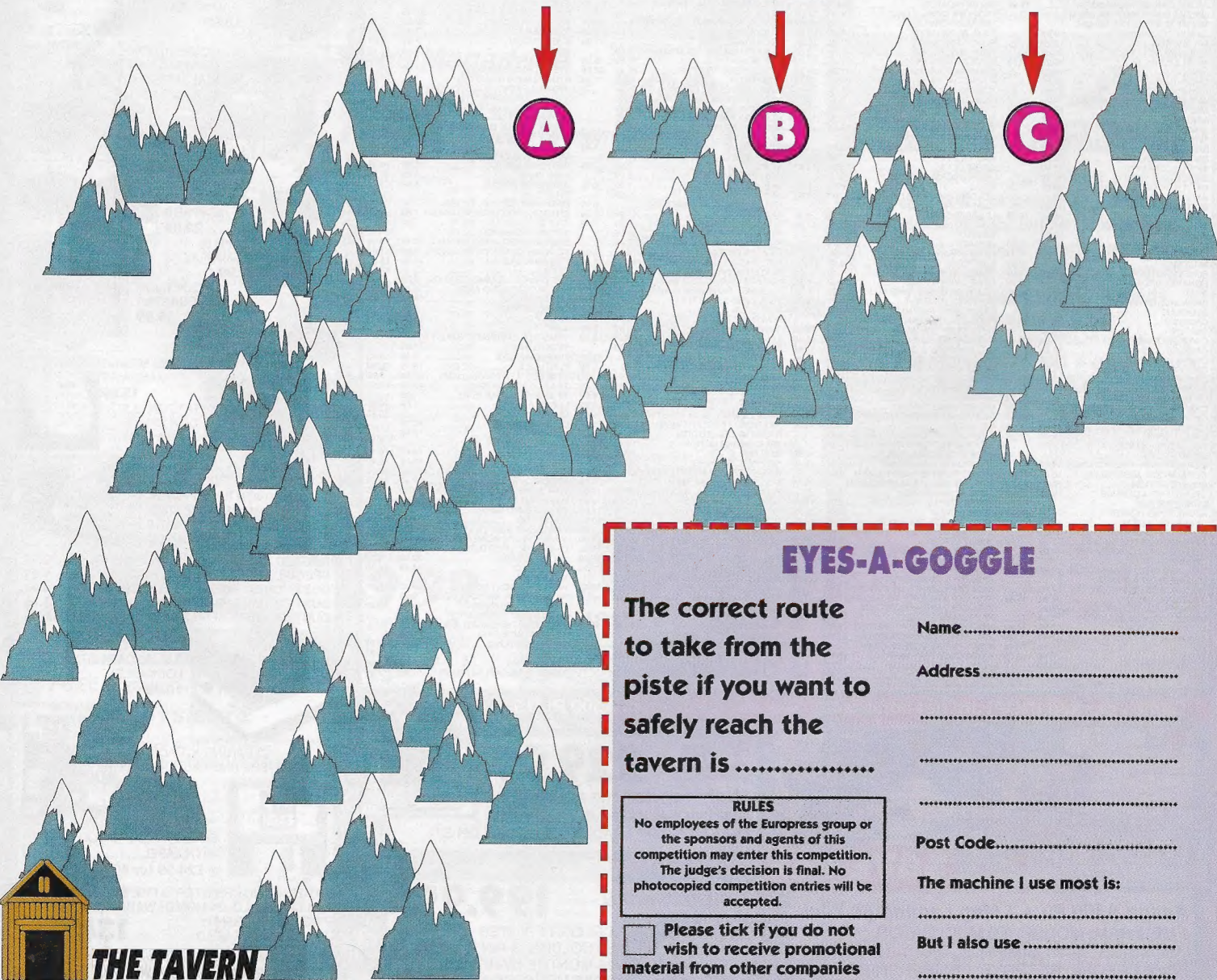
THE PISTE

The name Accolade stands for simulation of all kinds of sport, from conventional games such as Mike Ditka's Football and Hardball, to California Challenge.

Now Winter Sports Challenge takes you to the Olympics, featuring ski-jump, giant slalom, biathlon, cross-country, downhill, bobsleigh, speed skating and the luge.

Strap on your goggles and get ready to win a day's skiing for two! Simply find the correct route from the piste to the booze-up at the tavern.

Send your reply to: Games-X, Eyes-a-Goggle Competition, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP by 19th March '92.



EYES-A-GOGGLE

The correct route to take from the piste if you want to safely reach the tavern is

Name

Address

Post Code

The machine I use most is:

But I also use

RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

Please tick if you do not wish to receive promotional material from other companies



Over 70,000 people have joined Special Reserve. The club with no obligation to buy

Special Reserve

Games Club

Game Gear 99.99

FREE Mains adaptor and FREE Special Reserve membership

BASEBALL	24.99	HALLEY WARPS	24.99	SHINOBI	19.99	CAR ADAPTOR (PLUGS INTO CAR LIGHTER)	17.99	WIDE GEAR MAGNIFIER	14.99
BUMMINS	16.99	JOE MONTANA (U.S.) FBALL	19.99	SLIDER	19.99	CARRYBAG	10.99	MASTER GEAR CONVERTER (RUNS MASTER SYSTEM GAMES, FITS NEATLY ON BACK OF GAME GEAR)	24.99
DONALD DUCK	24.99	LEADER BOARD	19.99	SOLITAIR POKER	19.99	GEAR TO GEAR CABLE (LINKS 2 GAME GEARS)	5.99	SEGA TV ADAPTOR (TURNS GAME GEAR INTO A HANDHELD TV)	69.99
DRAGON CRYSTAL	19.99	MICKEY MOUSE	19.99	SONIC THE HEDGEHOG	24.99	SPACE HARRIER	19.99		
FABRIK PANIC	19.99	NINJA GAIDEN	19.99	SPIDERMAN	24.99	RECHARGEABLE BATTERY PACK FOR GAME GEAR	29.99		
FANTASY ZONE	24.99	OUTRUN	19.99	SUPER MONACO GP	16.99				
FROGGER	16.99	PENGO	16.99	WONDER BOY	16.99				
G-LOC	19.99	PSYCHIC WORLD	16.99	WOODY POP	16.99				
GOLDEN AXE	24.99	PUT & PUTTER GOLF	16.99						



Gameboy, Tetris, batteries, two player lead
FREE Holsters and Belt
FREE Special Reserve membership
BUY A GAMEBOY AND ANY GAME AND GET ALL OF THE ABOVE AND A FREE Gamelight AS WELL (Please stipulate free items on coupon)

69.99



HARD PLASTIC CARRY CASE (FOR GAMEBOY, LEADS, 6 GAMES)	9.99
GAMEBOY HOLSTERS, BELT AND CARTRIDGE HOLDER	9.99
GAMELIGHT	9.99
MAGNIFIER	8.99
AMPLIFIER	13.99
BATTERY PACK (RECHARGEABLE/AC ADAPTOR)	23.49
NUBY GAME PAK CARTRIDGE CASE	9.99
NUBY PLAY & GO CASE	13.99

ALLEYWAY	19.99	FORTIFIED ZONE	19.99	R-TYPE	24.49
BALLOON KID	19.99	GARGOYLES QUEST	19.99	RADAR MISSION	19.99
BART SIMPSON'S ESCAPE	24.49	GHOSTBUSTERS 2	19.99	REVENGE OF THE GATOR	19.99
FROM CAMP DEADLY	24.49	GOLF	19.99	ROBOCOP	24.49
BATMAN	24.49	GREMLINS 2	24.49	SAMURAI ADVENTURE	24.49
BOULDER DASH	24.49	HYPERLODE RUNNER	19.49	SIDE POCKET	19.99
BOXXLE	24.49	KICK OFF	23.99	SKATE OR DIE	19.99
BUBBLE GHOST	19.99	KUNG FU MASTER	24.49	SOLAR STRIKER	19.99
BUBBLES BUNNY	19.99	KWIRK	19.99	SPIDERMAN	19.99
BURAI FIGHTER DELUXE	19.99	MOTOR CROSS MANIACS	19.49	SUPER MARIO LAND	19.99
CASTLEVANIA	24.49	NAVY SEALS	19.99	SUPER FC PRO-AM	24.49
DOUBLE DRAGON	19.99	NEMESIS	19.99	TEENAGE HERO TURTLES	24.49
DR. MARIO	19.99	NINTENDO WORLD CUP	19.99	TENNIS	19.49
DUCK TALES	24.49	OTHELLO	19.99	WIZARDS AND WARRIORS	19.99
DYNA BLASTER	24.49	PAPERBOY	19.99	WWF SUPERSTARS	24.49
FORMULA 1 RACE (WITH 4 PLAYER ADAPTOR)	27.99	PRINCESS BLOBBETTE	24.49		
		QIX	19.99		



Sega Megadrive NOW WITH SONIC
Sonic the Hedgehog, Joypad
FREE TURBO Joypad
FREE Special Reserve Membership

129.99

688 ATTACK SUB	31.99	FATAL REWIND	31.99	MERCUS	31.99	STREETS OF RAGE	28.99
ABRAMS BATTLE TANK	31.99	FIRE SHARK	27.99	MICKEY MOUSE	31.99	STRIDER	35.99
AFTERBURNER 2	27.99	FLUCKY	24.49	MIKE DITKA'S ULTIMATE FOOTBALL	24.99	SUPER HYDLIDE	27.99
AIRN STORM	27.99	FORGOTTEN WORLDS	27.99	MONSTER WORLD 3	27.99	SUPER MONACO G/P	27.99
ARROW FLASH	27.99	GAIN GROUND	27.99	MOONWALKER	27.99	SUPER OFF ROAD	27.99
ART ALIVE	24.99	GHOSTBUSTERS	27.99	NHL ICE HOCKEY	31.99	RACER	23.99
BACK TO THE FUTURE 331.99		GHOULS N GHOSTS	35.99	ONSLAUGHT	27.99	SUPER REAL BASKETBALL	27.99
BLOCK OUT	31.99	GOLDEN AXE	27.99	OUTRUN	31.99	SWEEP OF VERMILION	38.99
BONANZA BROTHERS	27.99	GOLDEN AXE 2	32.99	OUTRUN EUROPA	31.99	TEST DRIVE 2	25.99
BUCK ROGERS	31.99	GYNOUD	27.99	PACMANIA	31.99	THUNDERFORCE 3	31.99
BULLS VS LAKERS	31.99	HARD BALL	28.49	PGA GOLF TOUR	31.99	TOE JAM AND EARL	31.99
BURNING FORCE	27.99	HELL FIRE	31.99	PHANTASY STAR 2	47.99	TOKI	27.99
CALIFORNIA GAMES	31.99	IMMORTAL	35.99	PHANTASY STAR 3	38.99	TURRICAN	27.49
CENTURION - DEFENDER	27.99	ISHIDO	23.99	PHOENIX	27.99	WINTER CHALLENGE	28.99
OF ROME	31.99	J.B. DOUGLAS BOXING	27.99	PITFIGHTER	39.99	WORLD CUP ITALIA 90	24.99
COLUMNS	24.99	JAMES POND	31.99	POPULOUS	31.99	WRESTLE WAR	27.99
CRACK DOWN	27.99	JEWEL MASTER	27.99	REVENGE OF SHINOBI	27.99	XENON 2	31.99
CYBERBALL	27.99	JOE MONTANA (U.S.)	27.99	RINGS OF POWER	31.99		
DARK CASTLES	28.99	JOHN MADDEN'S '92	32.99	ROAD RASH	32.99		
DECAPAKIT	27.99	JOHN MADDEN'S '93	32.99	ROBOCOD	32.99		
DESERT STRIKE	31.99	FOOTBALL 2	31.99	SHADOW DANCER	27.99		
DICK TRACY	31.99	FOOTBALL	31.99	SHADOW OF THE BEAST	35.99		
DJ BOY	31.99	FOOTBALL 2	31.99	SHINING IN THE DARKNESS	38.99		
DONALD DUCK	31.99	KID CHAMELEON	31.99	SONIC THE HEDGEHOG	28.99		
QUACKSHOT	31.99	KINGS BOUNTY	31.99	SPIDERMAN 2	31.99		
DOUBLE DRAGON	23.99	KLAX	27.99	SPIDERMAN	31.99		
F22 INTERCEPTOR	32.99	MARIE MADNESS	27.99	STAR CONTROL	28.49		
FABRY TALE ADVENTURE	31.99	MARIO LEMUX HOCKEY	31.99	STARFLIGHT	38.99		
FANTASIA	24.99						
FATAL LABYRINTH	24.99						

CHAMP EXPLORER JOYSTICK	19.99
COMPETITION PRO STAR EXTRA FOR MEGADRIVE	14.99
QS135 PYTHON FOR MEGADRIVE	10.99
TURBO (RAPID FIRE) JOYPAD	14.99
POWER BASE CONVERTER (ALLOWS USE OF MASTER SYSTEM GAMES)	28.49
CARRYBAG FOR MEGADRIVE	17.99
Goldstar 4902 14" TV/Megadrive Monitor, SCART input for pixel-sharp picture.	
FREE SCART lead and FREE Special Reserve Membership	
159.99	



Master System 2 Plus
89.99
Light Phaser Gun, Joypad, Alex Kidd Operation Wolf

FREE Membership FREE Extra Turbo Joypad

ACTION FIGHTER	11.99	FLINTSTONES	24.99	PARLOUR GAMES	15.99
AFTERBURNER	24.99	G-LOC	24.99	POPULOUS	27.99
ALEX KIDD IN SHINOBI WORLD	24.99	GAUNTLET	24.99	PRO WRESTLING	20.99
ALEX KIDD LOST STARS	24.99	GHOULS N GHOSTS	24.99	RAMPART	24.99
ALIEN STORM	24.99	GOLDEN AXE	24.99	RASTAN	24.99
AMERICAN PRO FBALL	24.99	GOLFAMANIA	26.99	RUNNING BATTLE	24.99
ASTERIX	24.99	HEROES OF THE LANGE	26.99	SHADOW DANCER	26.99
BACK TO THE FUTURE 2	24.99	GREAT BASKETBALL	12.99	SHINOBI	24.99
BONANZA BROTHERS	24.99	GREAT VOLLEYBALL	9.99	SONIC THE HEDGEHOG	24.99
BUBBLE BOBBLE	24.99	HEAVYWEIGHT CHAMP	19.99	SPEEDBALL	24.99
CALIFORNIA GAMES	24.99	IMPOSSIBLE MISSION	24.99	SPIDERMAN	24.99
CASINO GAMES	24.99	INDIANA JONES	24.99	STRIDER	24.99
CHESS	27.99	JOE MONTANA (U.S.) FBALL	24.99	SUBMARINE ATTACK	24.99
COLUMNS	19.99	KLAX	27.99	SUPER KICK OFF	24.99
DARIUS 2	26.99	LASER GHOSS	24.99	SUPER MONACO G/PRIX	24.99
DICK TRACY	24.99	LEADERBOARD	24.99	SUPER TENNIS	9.99
DIE HARD 2	24.99	LINE OF FIRE	26.99	TOM AND JERRY	24.99
DONALD DUCK	26.99	MARIE MADNESS	27.99	ULTIMA 4	31.99
DYNAWAVE DRAGON	24.99	MICKEY MOUSE	24.99	WONDERBOY	19.99
DOUBLE HAWK	24.99	MOONWALKER	24.99	WORLD SOCCER	19.99
DRAGON CRYSTAL	24.99	MS PACMAN	24.99	XENON 2	24.99
DUCK TALES	24.99	OUTRUN EUROPA	28.99		
DYNAMITE DUX	24.99	PAPERBOY	24.99		
ENDURO RACER	9.99				
F16 FIGHTER	15.99				

Master System 2
59.99
with Alex Kidd and joypad
FREE Special Reserve Membership



Lynx 2 84.99

APB	23.99	ROBO SQUASH	23.99
AWESOME GOLF	23.99	ROBOTRON 2084	23.99
BASEBALL HEROES	23.99	S.T.U.N. RUNNER	23.99
BASKETBALL	23.99	SCRAPYARD DOG	26.99
BILL AND TEDS	23.99	SHANGHAI	23.99
EXCELLENT ADVENTURE	23.99	SLMELWORLD	23.99
LOCK OUT	23.99	STRIDER 2	23.99
CHECKERED FLAG	23.99	TOKI	23.99
CHIPS CHALLENGE	21.99	TOURNAMENT	23.99
CRYSTAL MINES 2	23.99	TURBO SUB	26.99
DIRTY LARRY	23.99	ULTIMATE CHESS CHALL	27.99
RENEGADE COP	23.99	VIKING CHILD	23.99
ELECTRO COP	23.99	WARBIRDS	23.99
GRID RUNNER	23.99	WORLD CUP SOCCER	23.99
HARD DRIVIN'	23.99	XENOPHOBE	23.99
HOCKEY	23.99	X'YBOTS	23.99
HYDRA	23.99	ZARLOR MERCENARY	23.99
HYPERDROME	23.99		
SHIDO	23.99		
COMLYNX MULTI-PLAYER CABLE	8.99		
LYNX CASINO	23.99		
MS PACMAN	23.99		
NFL SUPER-BOWL	23.99		
NINJA GAIDEN	23.99		
PAELAND	23.99		
PAPERBOY	23.99		
PITFIGHTER	23.99		
QIX	23.99		
RAMPAGE	23.99		

NRG colour magazine Bi-monthly to members. Don't miss it.

Biggest and Best.
Huge catalogue. Huge discounts. Huge stocks. Huge staff. Huge membership.
Biggest Value, Best Service
No obligation to buy

Free Colour Catalogue
Just phone our sales team on
0279 600204
Open to 8pm Weekdays and to 5pm Weekends
ANNUAL MEMBERSHIP
UK £6.00 EEC £8.00 WORLD £10.00
We only supply members but you can order as you join.

Win £200 to spend at Special Reserve
Members only. See catalogue for details.

STOP PRESS
From April '92 our colour magazine NRG will double in size and will include £30.00 worth of money off coupons in every issue.
So you can save up to a further £180 per year off our already incredible prices.
NRG is included in the price of membership
JOIN NOW for best ever VALUE

Official UK Stockist. We do not sell yet! Important! NEVERTHELESS SOME GAMES MAY NOT YET BE RELEASED BUT WE HAVE THE VALUE OF £30.00 WORTH OF COUPONS FOR ALL NEW MEMBERS. PLEASE PRINT IN BLOCK CAPITALS.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50P PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)

GAMESX 19

Name _____
Address _____
Postcode _____
Telephone _____ Machine type _____

Enter membership number (if applicable) or Membership fee £6 UK, £8 EEC, £10 World

item	_____
item	_____
item	_____
item	_____

ALL PRICES INCLUDE UK POSTAGE & VAT £

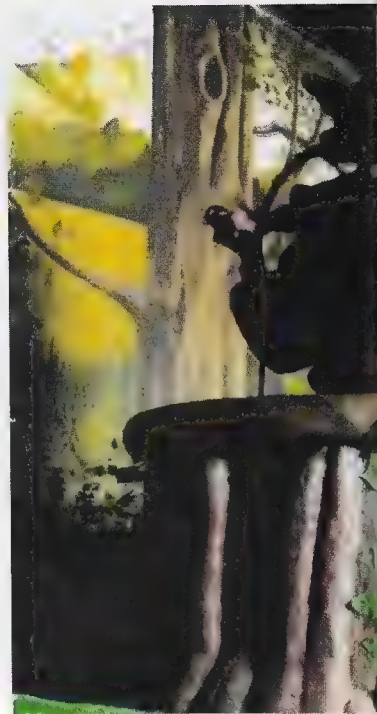
Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No _____

Credit card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.



**The world famous
Virtuality system
pioneered by W
Industries has been
causing a stir ever
since it was unleashed
onto the unsuspecting
public last year. Since
its arrival the arcade
games player has been
given a full 'virtual
world' experience,
spanning from galactic
space war to NASCAR
stock car racing!**



LEGEND VR AT ITS B

By now, I'm sure you are all familiar with the idea behind the Visette™ and joystick control, so I won't bore you with yet another pleb's guide to VR.

What I will do is introduce you to the most original application of Virtuality yet, and describe what is undoubtedly the most exciting concept in games playing to appear in many a year...

LEGEND QUEST

Before the time of legend, and long before time itself, darkness filled the void and the universal storm raged on...

All sorts of Gods and Goddesses had a big punch up as the world was created, and now, one megalomaniacal God has gone bonkers and is intent upon ruling everything.

As a cautionary action, one of the Goddesses has opened up a rip in time to allow warriors from other planes to enter the world of Khelda Roth and battle against this evil God - Nar-Gardin.

The brave warriors must explore the world of Khelda Roth and embark upon 10 separate quests, each leading to the destruction of one of the 10 incarnations of the evil overlord...

Right then! That's the storyline of the way, let's get on with the nitty-gritty stuff...



Looking around you can see one of the elven members of your team preparing his bow for the attack! Looks good eh?

LET THE MADNESS BEGIN

After deciding what role you wish to take, whether it be a human, elf or dwarf, along with an occupation from wizard, warrior or thief, you can then decide roughly how your character looks.

Sex, hair colour, eye colour and clothing colours are all defined by the individual before they are assigned to a special plastic 'game key' which is recognized by the main Explixity computer.

Having designed your character you can then move into the main Virtuality room where four Visette and joystick units are installed in the VR pods, which look uncannily like tree trunks.

Inserting your little blue key into the slot, followed by donning the Visette and



QUEST EST

bum-pack, will transport you to the world of Legend Quest.

Once you're in you have an allotted time - the current rate is £1 for every two minutes of play - in which to explore the massive world which has been designed by the Virtuality Design and Leisure team.

The world of Khelda Roth is truly huge, filled with towns, villages, mountain ranges and forests, along with dungeons and caverns which can be explored. All you have to do is battle from the very first dungeon out into the big wide world, where you can begin on one of the 10 quests.

The game can be played simultaneously by four players and when in a room together the characters can communicate by means of a microphone and headset system which is linked into the Expiality computer.

The central CPU keeps track of the characters' distances from each other and changes the volume of the voices accordingly, as well as changing the pitch of the voice depending upon race! Whacky or what!

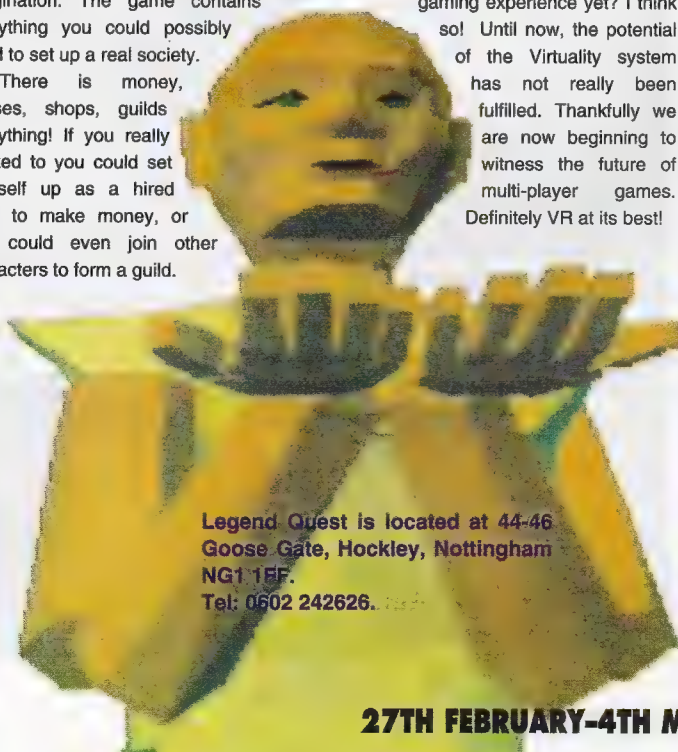
Around the world there are many weapons or objects which can be wielded and these can be carried around at all times. For example, the wizard carries spells which he calls up

by looking into his book and turning the pages - just move your hand in the page-turning action - while the warriors can have swords, daggers or bows.

To use one of these weapons all the player has to do is gently stroke the thigh or the area of the body where the weapon is stored and, hey presto, it will be in your hand!

Unlike previous Virtuality games, the world in Legend Quest is virtually real. There are no rules as such, and the constraints placed upon the player are only limited by the individual's imagination. The game contains everything you could possibly need to set up a real society.

There is money, houses, shops, guilds everything! If you really wanted to you could set yourself up as a hired killer to make money, or you could even join other characters to form a guild.



Legend Quest is located at 44-46
Goose Gate, Hockley, Nottingham
NG1 1FF.
Tel: 0602 242626.

The centre has only been officially open for two weeks and already there is a Wizard's Guild that is charging for and restricting the use of spells by non-members and, as we speak, a group of players are forming another Guild that is to be used to counteract this!

Just imagine the possibilities! A Virtual Mafia? Virtual Thieves' Guilds? Anything is possible!

THE TECHY BIT

As you can imagine, the system that runs this lot is going to have to be fairly powerful! Well, along with the main Expiality CPU which is a powerful custom-built unit that generates the 3D raytraced graphics, there is also a 100 megabyte computer built into each pod.

It is this which keeps track of the individual's movements throughout the world. This ensures that each player's view of Khelda-Roth is as smooth as it could possibly be.

As with all Virtuality units the system is completely open which means that if any new and faster VR boards are developed - which they are all the time - the old boards can be ripped out and the new ones installed without any problem.

The same applies for the Visettes. If a new lighter design is developed, the old ones can simply be taken off and the new ones plugged in. In effect you have a totally open system that will keep on growing in alongside the technology.

THE FUTURE

In the coming year it is hoped that such centres will be set up across the country and that a link-up between centres can be achieved, thus allowing players who are hundreds of miles apart to interact with each other.

Just imagine the possibilities! You could be exploring a town from the Nottingham location and speak to a chap from Birmingham who also happens to be in the same location!

So is this the most incredible gaming experience yet? I think so! Until now, the potential of the Virtuality system has not really been fulfilled. Thankfully we are now beginning to witness the future of multi-player games. Definitely VR at its best!

W INDUSTRIES SAY:

"The official opening of Legend Quest sees the world's first fully themed location-based Virtual Reality entertainment centre, set in the heart of Nottinghamshire.

Designed by Virtual Reality Design and Leisure and developed and equipped by W Industries, Legend Quest fulfils the real promise of Virtual Reality.

Completely immersing the player in a computer generated three-dimensional fantasy world where up to four individuals may co-operate together to battle the forces of darkness!"

DR JON WALDERN (THE 'W' IN W INDUSTRIES) RECKONS:

"Legend Quest is a breakthrough in VR as it creates a believable alternative world where, after creating their fantasy character, be it wizard, warrior or thief, players can co-operate and explore the Legend Quest universe together, in a completely natural and realistic way."

THE PUNTERS HAD THIS TO SAY:

EDSON BENTLEY



This Legend Quest sounds great. Nothing like beating up a few ghoulies while standing

in a tree trunk is there?

PETER DAVISON



Legend Quest sounds like it's going to be great. I love D&D and a VR game that lets you

actually be there sounds great! How long do you think before a few more start being built around the country?

SOME ARCADES DO NOT ADMIT UNDER 16s - WE SOUGHT SOME OPINIONS

STUART OCKENDEN

I think kids of my age could cope with Virtuality. Me and my mates went to the Troc in London and spent about a tenner each on 'Total Destruction'.

JIM HAWKES

I think that virtual reality is the most significant advance in entertainment for years.

I think that unless a kid in their early teens gets claustrophobia, virtuality would not have any psychological affect.

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

ALEX is such a jolly little chap. He sits at his desk all day long, cracking jokes and making us all laugh out loud and heartily. Well, I suppose he has to when he sits directly behind that wonder of boredom - Feargus. (Ahem!)

JOHN as you can tell is a bit camera shy. At the moment he is going through rather a bad patch and isn't half as much fun to be around as he used to be. Hopefully this section of his life will pass quickly; we miss the old John.

NICK 'Tommy' Walkland was taken a bit by surprise when Rob appeared wielding the dreaded camera. He wasn't pleased at having his Pinball Dreams game interrupted and proceeded to play into the early hours.

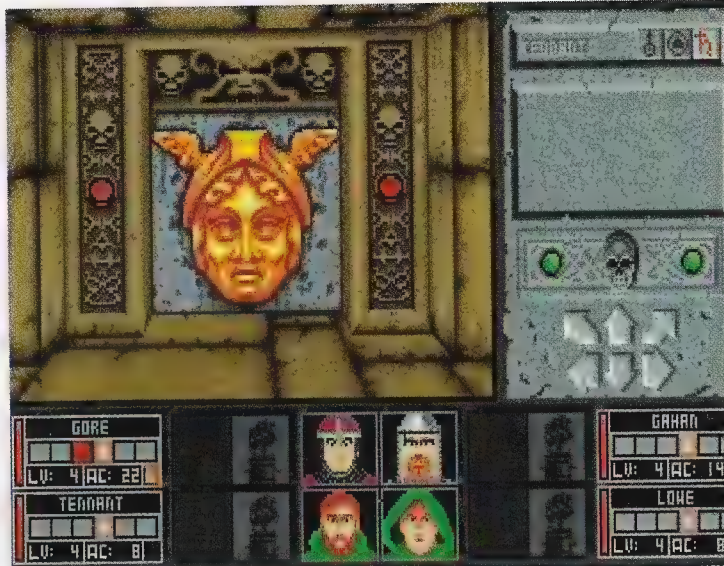


This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

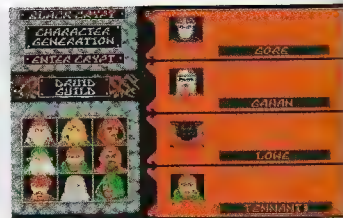
PC
IBM PC

£25.99 OUT OCTOBER

Which formats are available, followed by a comparative evaluation, the price and the release date.



Most of the doors are emblazoned with a grim face, but deep down this door stands apart from the rest, bearing a large grin. What lurks behind it, and why is it smiling?



Your party is made up of four adventurers: warrior, druid, magic user and cleric. They have individual physical and mental statistics



Having solved a tricky puzzle on the second level, you find the weapon that you've spent hours searching for - the Ogre Blade

BLACK CRYPT

Black Crypt is accompanied by the usually fantasy setting when, 22 years ago, a powerful cleric was banished from the land of Astera for performing black magic and generally running riot.

Estoroth Paingiver - a very apt name - eventually returned to the land, and was pushed out one more time.

He was held captive in a double dimensional rift, but an opening is threatening to unleash him and his minions across the land of Astera.

Therefore he must be banished once and for all. The only way possible is for a band of heroic adventurers to enter his dungeon and defeat him.

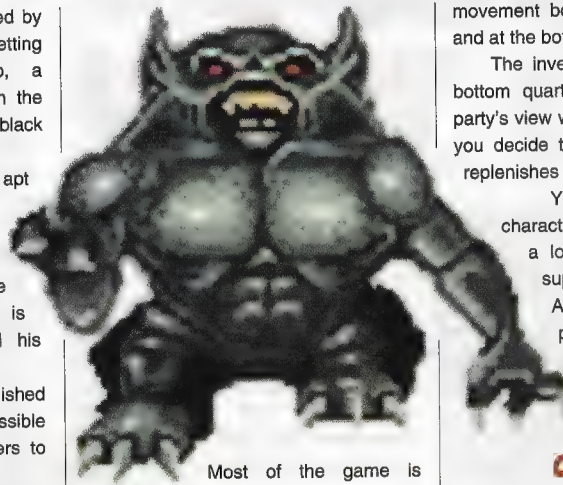
JOURNEY DOWN TO YOUR DOOM

Your party is comprised of four characters, each one skilled in a different profession. The natural leader of the band is the warrior, who is joined at the front of the group by a cleric.

Bringing up the rear is the magic user and the druid. The band members are divided into main statistics, namely strength, dexterity, constitution, wisdom and intelligence.

Each character starts with a set quota of experience points, but also has a pool of 25xp with which to 'personalize' themselves. You also have a choice of nine portraits for each character.

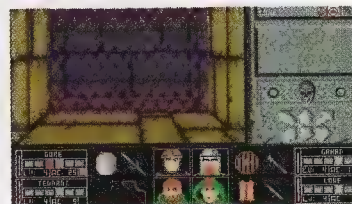
Before you embark on the quest you must first save the game on a separate floppy, although there is a pre-determined team for those who want to get straight into the action.



Most of the game is controlled by mouse, although movement can be operated on the keyboard. The numeric keypad is perhaps the best set of keys for this.

The left mouse button is used to execute an action. For instance, clicking the left button on a character's head will make him use whatever is in his action (right) hand.

The layout of the screen is the same as DM, with the quest screen on the left, while the characters' stats and the



Teleporters are found every so often throughout Estoroth's dungeon. Step inside to find out where they take you

movement box is detailed on the right and at the bottom of the screen.

The inventory screen takes up the bottom quarter of the display, so the party's view will always be shown unless you decide to sleep. Rest is vital, and replenishes lost energy.

You can choose to let all four characters sleep, or you can leave a lookout or two instead - a superb idea DM didn't offer.

Another neat touch is that the players will not rest if they are hungry - they'll starve until you manage to find food and water.

CRYPTIC CLUES

The amount of objects each character can carry depends on how many carrying items they are holding. A small bag will only hold four small daggers, whereas a backpack can carry eight.

The largest storage device, and also the heaviest, is the chest which allows you to hoard double the amount the pack can store.

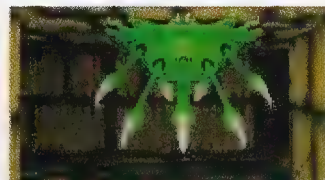
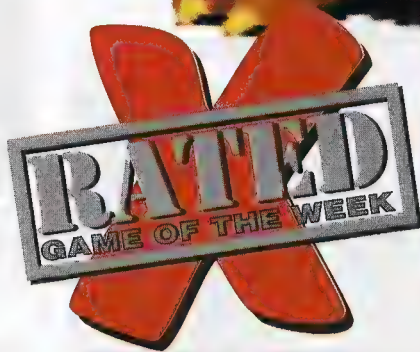
Runes and glyphs are often scrawled on the walls, and you can read them by simply clicking the left button on them, or if they are of a language you cannot understand you may need the aid of a 'read runes' spell.

Take care, because although you may be able to cast a variety of spells to begin with, some of the creatures you'll undoubtedly encounter have the ability to use magic themselves, and you can bet their fireballs are far more dangerous than your 'open door' commands!



Dungeon Master has a cult following of

adventurers. Captive and Knightmare tried to follow this success and Eye of the Beholder was proclaimed as better than the original, but now EA has perhaps the best to date...



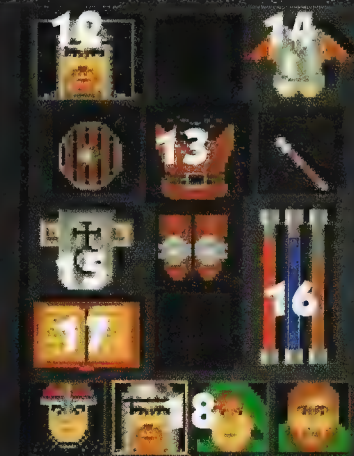
Assaulted from all angles, and these green creatures attack from the ceiling with their toothed tentacles.

PT

AN ADVENTURER'S GUIDE TO THE DUNGEON



- 1. The main quest screen – a first-person perspective view of what your party sees ahead
- 2. Simply click on these icons to quickly access the magical abilities of each character
- 3. The arrows allow movement and turning. Click on the skull to display the rest icon and save and restore facilities
- 4. The two boxes for each man represent his hands. The right hand is used for holding weapons, while the left is used to hold shields and the like
- 5. Clicking the left button on the character's head makes him use whatever is in his action hand, like swinging a sword
- 6. The AC represents the player's armour class
- 7. The number next to LV is the level of experience of that team member
- 8. The title of each character
- 9. These five icons indicate the various storage devices, ranging from a small bag to a chest.
- 10. Your inventory, where you can hold as many objects as your bag or chest can take. The shaded squares indicate limited space
- 11. Decide to cast a spell and the list from which you can choose



- 12. from will appear at the bottom of the screen. There are up to five levels of spells, progressing in power
- 13. To eat food or drink, click the apple or water bottle on the character's face icon. You can also read scrolls by clicking here
- 14. The six spaces across your body allow you to equip yourself with armour, weaponry, a helmet and sturdy boots
- 15. Clicking here will toggle through the armour you're wearing, the clothes you have and the trinkets, like rings of protection, you possess
- 16. This is the guild symbol of your character, and should you find a tablet, click it here and you will gain a bonus
- 17. The three bars indicate the current status of your team member. Hit points are on the left, stamina is in the centre and your food rating can be found on the right
- 18. Clicking here will open the spell book and access all of your magical abilities
- 19. The four face icons allow you to move freely between each character's inventory

FACT FILE

Software house: Electronic Arts
Development team: Raven Software



My prayers have been answered, EA has produced a game on a par with Dungeon Master which promises to keep even the most experienced dungeoneer captivated for weeks.

You will find yourself caught up in the game's atmosphere, and those among you with a weak heart will probably jump out of your skin when a huge two-headed ogre attacks your party from behind, and the screams of pain erupt from the speakers in stereo!

The control method is surprisingly simple, and although it may seem difficult to get used to after the interfaces used in DM and Captive, you'll soon be able to manipulate your characters quickly and easily.

Graphically the game is superb, featuring clear, crisp backdrops that vary between the 12 levels. There is great variety between the monsters, and although you may only encounter a couple to begin with, they soon appear in hordes later on.

The sound is equally outstanding, featuring a number of sampled grunts and groans when you engage in bloody combat. Without a doubt this is THE best game of its type since the prolific Dungeon Master.

Whether it's better or not is down to personal taste, but I suggest you sell everything you own, even your mother, just to get hold of Black Crypt.

£25.99 OUT MARCH

As yet the Mega Drive version is only in the very early stages of development. Whether EA can fit this enormous game onto a single cart remains to be seen, but if its recent MD games are anything to go by Black Crypt is going to be one to look out for.

PRICE TBA OUT JUNE



I have never really sat down and played a game of this type before and Black Crypt is the perfect learning tool, not to mention great fun to play.

All the puzzles are logical to solve and there are plenty of beasties around to relieve any boredom, not that there is that much! Black Crypt is excellent and a game that is well worth owning.

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 19/20
Presentation: 16/20



EcoQuest, unlike many of Sierra's others adventures, is based around the lower age generation, aimed at 10-year-olds and up. It is for this reason the game is simple to play, the tasks ahead are fairly logical to work out.

Above all, EcoQuest teaches the player about the various hazards that are endangering our environment.

EcoQuest - The Search for Cetus is set in a vast underwater world, where you must try and save the Whale King so he can tend to his piscine race.

In the role of Adam, the young son of an aquatic doctor, you quickly become

friends with a dolphin, prosaically named Delphineus, from the Greek.

It was when Del was caught in a drag net that he was taken into the care of Adam's dad.

After playing with the porpoise for a few moments in the pool, Adam realises that Del Boy can actually speak.

The dolphin reveals all, telling Adam how Cetus has disappeared and that the underwater world of Eluria is in constant danger from many things.

The first problem is human waste. Having kitted himself out with the appropriate equipment, Adam follows the dolphin down to his world where he

realises how much rubbish has been thrown into the sea.

With his recycling bag in hand, Adam can collect the junk strewn about, but that's not the only problem.

The city is haunted by a huge black manta ray which patrols the area, looking for stray fish which would nicely fill his huge appetite.

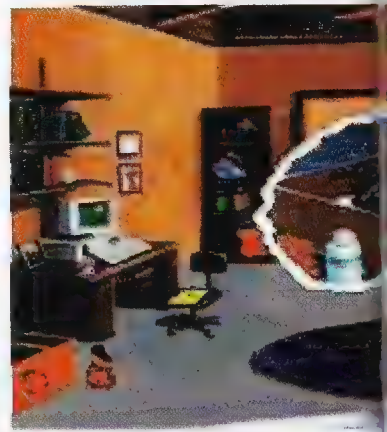
FISHY FROLICS

And so Adam's quest unfolds, cleaning up the ocean while at the same time trying to fathom out the location of Cetus, the Whale King.

Using the point-and-click control system, the list of icons, including walk, perform an action and speak, can be called up either by accessing the menu at the top of the screen or toggling through the icons using the right-hand mouse button or 5 on the keypad.

The left button executes the action, be it move, use an object with another or attempt to operate something.

Adam can carry a large selection of

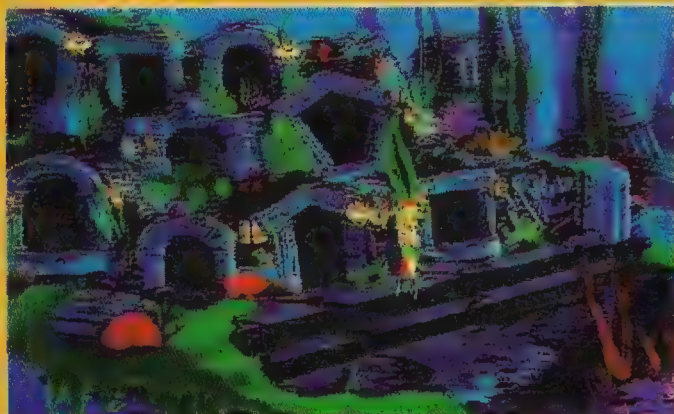


objects thanks to his seemingly bottomless pockets.

IN THE ABYSS

However, some equipment must be used with other objects before its use becomes clear. For instance, you must use the screws with the cage before you can bolt it onto the fisherman's boat.

THE SEARCH FOR CETUS CONTINUES



Before you can actually find Cetus the Whale King, you must first help the inhabitants of Eluria. They all need helping in different ways, the watchman for instance is constantly rammed by the speed boats zooming across the water



This is why he hasn't surfaced for air in many days, and is now blue in the face. He'll take you to the surface to show you the problem. You'll find a fisherman sitting in his boat. Gregarious, as he is known, shows the propellers that knock his head

Adam should find the solution, having picked up a small cage outside the Elurian temple. This can be screwed over the prop, thus making it safe, but first you have to find the screws

With Gregarious' help, Adam fits the steel cage over the propellers and fastens it on with the four screws.



ECOLOGICALLY CORRECT

EcoQuest features a number of puzzles that must be completed before you can clean up Eluria. The first is a sliding block puzzle where you must rearrange the messed-up squares to view the mythological scene. From this you must answer the Oracle's riddles



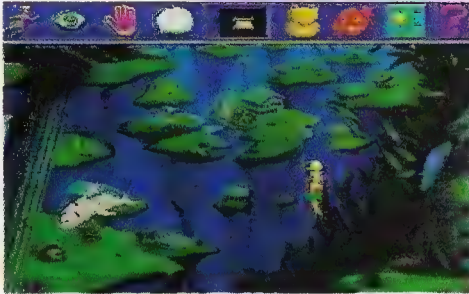
ECOQUEST



Having blessed the PC with superb adventures in the *Space Quests*, Sierra continues the series with the release of *EcoQuest*, an environmental adventure which you wear a pair of recycled Y-fronts and who carries a gold card in the face of danger.



(Right) The way ahead is cloudy, but a visit to the Oracle will hopefully clear things up. Providing you can answer the three simple riddles she asks you, you will soon know more about Cetus' whereabouts



(Left) Eluria is the underwater world where the fishes live. Arriving with Del, you realise that the place is scattered with litter. Using your garbage bag, you can clear the area up. Collect all the junk and you'll be awarded extra points

Adam begins his adventure in his father's study. A gull covered in oil is placed in his care, and playing Adam you must help clean up the bird. The gerbil also needs feeding, and you need to get through the door at the top of the room, but how do you find out the code? Try the puzzle sheet

The puzzles appear in large quantity but due to the age group they're aimed at, they are fairly easy so it's great for

children and beginners alike. The game manual explains in great detail how to explore the game.

There is also a free book included, informing you how to save the environment around you, with 55 tasks that should each help save the world in some way.

A puzzle sheet is also hidden inside the box, which teaches kids about the Earth in a fun and exciting way.

These lessons take the form of a crossword and numerous questions that can be answered while playing the game.

On top of this, Sierra will donate a portion of the proceeds from the sale of

EcoQuest to The Marine Mammal Centre. What better way could there be to help our fragile Earth?



QUEST

adventures like the Larry
comes back down to Earth
environmentally friendly quest in
out your Greenpeace



FACT FILE

Software House: Sierra
Development Team: Jerry Shaw, Hugh Diedrichs, Neil Matz, Rick Comstock
Graphic Artists: William D Skirvin, Russell Truelove, Michael Hutchinson, John Shroades, Jennifer Shontz, Vas Nokhoudian, Terry Falls, Dennis Lewis, Maurice Morgan, Desie Hartman, Donald Waller, Karin Young
Sound: Chris Braymen, Aubrey Hodges, Dan Kehler, Orpheus Hanley

PC IBM The first thing I noticed about EcoQuest is how sickeningly nice the game is. Imagine having an in-depth conversation with a talking dolphin who's ranting and raving about the whereabouts of Cetus, a 100 foot whale that looks over and cares for his fishy friends - barf city!

Being experienced in Sierra's line of adventure products, I found EcoQuest a little too easy for my liking - anyone with experience in this type of game will probably sail through the quest in a matter of hours.

However, this product is aimed at children and I congratulate Sierra on how it's managed to portray such a topical subject as the state of the environment into a successful game.

It goes without saying that the game is graphically outstanding in 256-colour VGA, and with the correct sound board, either a Roland, Adlib or Sound Blaster, the sonics are of an equally impressive standard.

Use of a hard disk is strongly recommended. You'll tire of the game due to excessive disk swapping before the intro screen appears.

The overall presentation, like virtually every other Sierra product, is first class, down to the glossy packaging and informative environment booklet. To sum up, an excellent game for beginners and the younger games players, but one that experienced adventurers should possibly steer clear of due to lack of challenge.

Oh, I suggest you keep a paper bag handy in case a disgustingly cute conversation takes you by surprise.

£39.99 OUT NOW

Amiga Unlike its PC counterpart, the Amiga version will only be 32 colour and without a hard disk the action will probably slow to a snail's pace. Excessive disk swapping will make the game even more sluggish, but apart from that EcoQuest will remain unchanged.

£39.99 OUT MID '92

X-RATING: XXXX

Gameplay: 15/20
Lastability: 11/20
Presentation: 18/20

FACT FILE

Software House: Mindscape
Programmers: Robert Cook and Jim Brown
Graphic Artists: Vicki Sidley, Tamsi Brooks
Music: Sean Gugler



Although this runs in VGA, initially the graphics don't seem that good - just take a look, they hardly score highly on the gobsmackability rating do they?

However, once you get used to it the crisp and simple appearance works very well. There is no scrolling in the game, you simply skip from room to room so effectively the processor can put all its work into going full out on the animation of the sprites.

This is certainly something where D/Generation excels. The bouncing red balls of the A/Generation mutants are especially impressive!

Sonically the game varies, depending on which sound board you have. If you have an AdLib (or compatible like the Sound Blaster) aural excitement device then you're in for a pretty good time.

However, if you have anything else, like the Roland LAPC, etc, then you get lumbered with the pathetic little squeals of the internal speaker. Bearable at best...

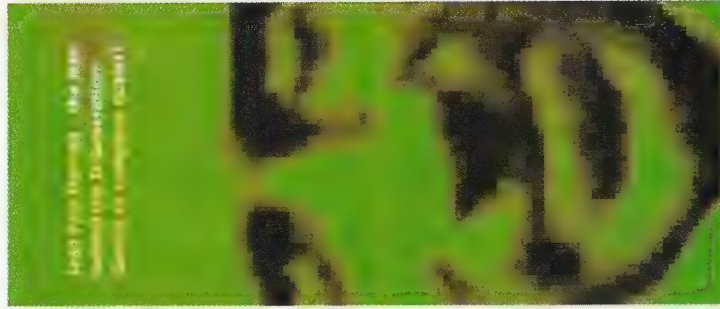
Gameplay is what counts and this is where D/Generation really shines. Relying very much on the old school of thought where the games player is actually credited with having an IQ somewhat higher than that of a small pile of sawdust.

The game is fun and challenging and at no time is it an insult to your intelligence. I really enjoyed this - try it out 'cause you might too!

£34.99 OUT NOW

X-RATING: XXXX

Gameplay: 17/20
Lastability: 17/20
Presentation: 15/20



Arriving on your rocket pack you land on the 80th floor of the Genoq building, ignorant of the strange goings-on within. As far as you know you are merely a courier delivering a package for Dr. Jean Paul Derrida.

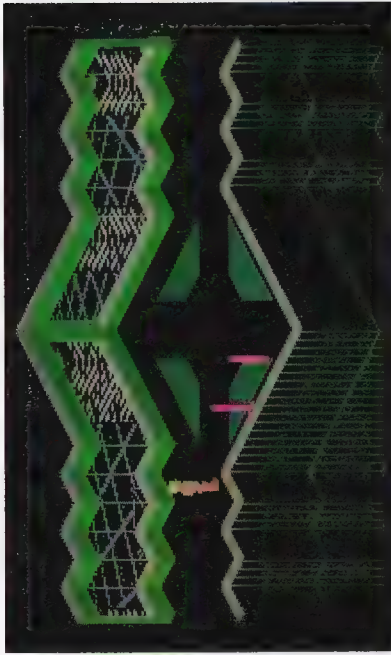
Walking into reception you learn that one of the genetic experiments - the D/Generation - has taken over and has either killed or imprisoned all of the Genoq employees.

D/GENERATION DEGENERATION

In a sudden ridiculous display of blatant stupidity you decide that rather than leaving the building and popping home for a cup of camomile tea and a bourbon biscuit, going in and working through 10 floors of gruesome defences is a better ideal.

Along the way you have to rescue the surviving employees from the clutches of the security systems.

The D/Generation is a clever little genetic mutant. Whereas its



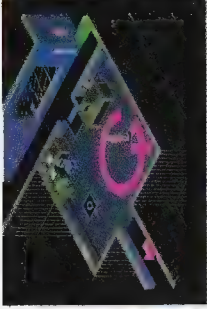
The plasma barriers travel in a circular motion and are an absolute pain in the backside to get past



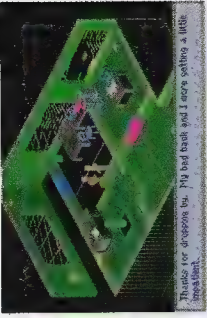
Big bouncing red balls heave up and down in the main transporter room. Can you rescue mates in the top corner before the meanies get him?



The pads in the floor have a nasty tendency of frying you to a crisp if you stand anywhere near them



Your first encounter in the Genoq building is in the reception area - situated on the 80th floor!



Meeting characters initializes a brief interaction section where you can question them about certain aspects of your mission



Appearing on the 81st floor you run into even further puzzles! This time you have three red A/Generation meanies to contend with!

D/GENERATION

A secret project is out of control at Genoq Corporation, a biotech research laboratory in Singapore. The building is in total chaos, the security system is on full alert and the defensive computer systems are destroying anything that moves!



predecessors just hopped around and stomped on things, this latest creature is capable of transforming itself into just about anything it likes. It can be a table, a chair, a door or even a whole room!

As you progress through the rooms of the building you will come across all manner of objects and weapons which can be used against the genetic hordes and you will notice that the closer to your goal the heavier the security is.



Getting stomped on by a B/Generation mutant relieves you of your life and leaves you a small flat dead thing

Throughout these you will meet numerous meanies, both genetic and otherwise who will do their very best to get in your way.

These range from tracker laser cannons that will attempt to blow you away to bouncing genetic blobs that can suddenly become invisible as they home in on your life force.

The game is filled with puzzles and will have you picking your brains over what you must do to get out of the current room.

Computer screens on the desks of the various offices will often help you and you'll have to suss out the way the doors operate by means of switch combinations.

There are some really clever ideas in here, some that end up being so simple you'll kick yourself. I wasn't expecting all that much from this at first.

It doesn't look all that brilliant and the story-line is admittedly a little weak, but after some time it really grabbed me!

FACT FILE

Software Houses: 21st Century Entertainment
Development Team: Digital Illusions, Sweden



Pinball Dreams is a great game. It literally grabs you by the neck and you'll be addicted in no time whatsoever.

Graphically it's quite stunning. The ball moves with alarming accuracy and can be controlled remarkably like in the real thing.

The tables are depicted in 32 colours and the scrolling is amazing. Smooth and fast, this makes the game.

Soundwise it also rates very highly although on some tables the sounds do tend to sway towards becoming irritatingly repetitive.

In the gameplay department, it's as addictive and frustrating as the real thing can be.

It is questionable as to whether any computer pinball game has a decent span of playability.

However, with the varied four tables, fast action and multi-player modes, I can see it being put away only for another bout of pin table fun in the very near future.

The only criticism lies in the fact that there aren't as many features included as on certain top-notch pin tables.

Additional flippers are lacking and the scrolling makes you have to guess as to where to aim the ball until you get used to it.

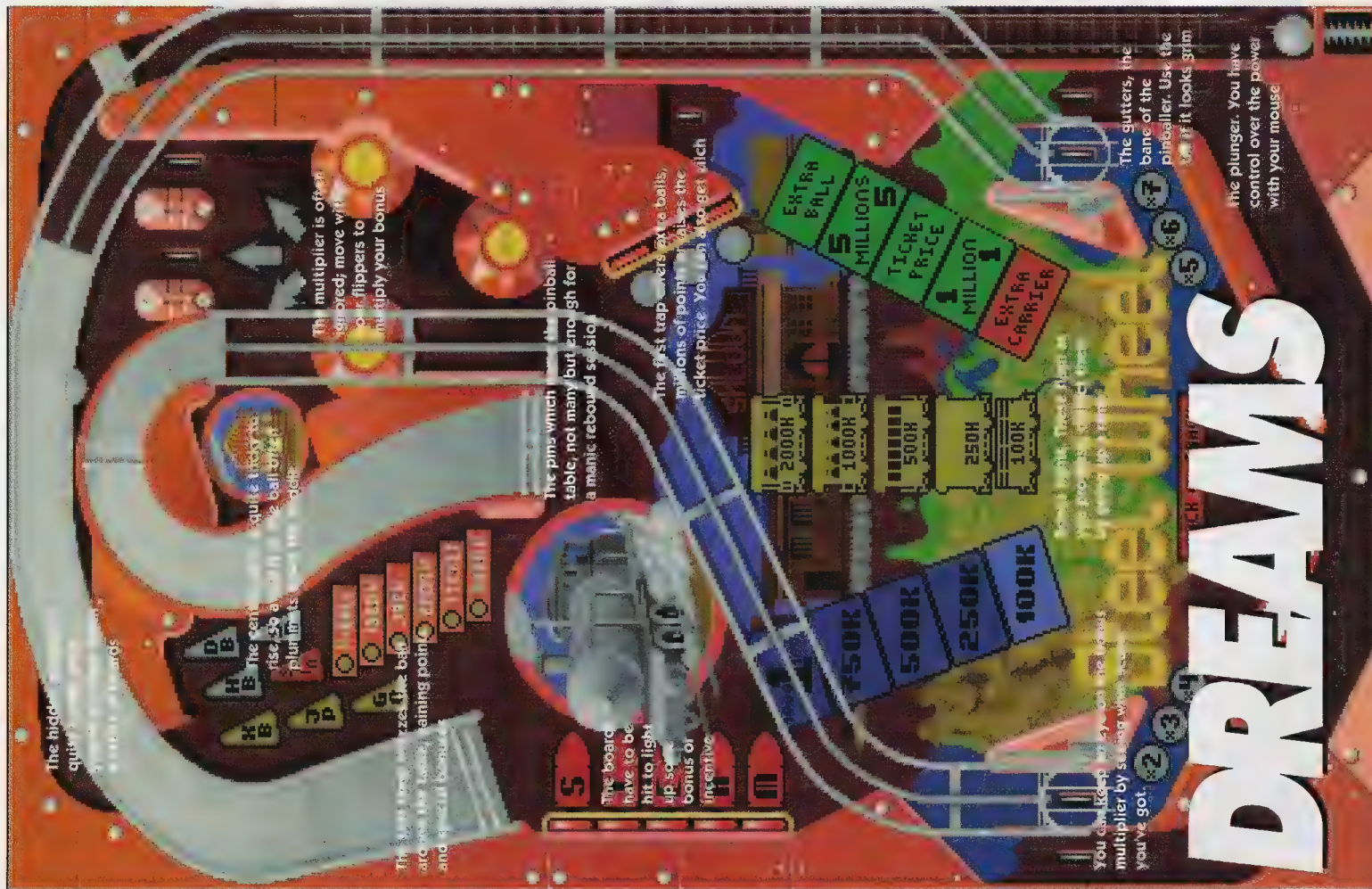
However, I loved it. I haven't played a more immediately addictive game than this for a long, long while.

Pinball Dreams is a perfect game for pinball freaks and embarrassed games players everywhere.

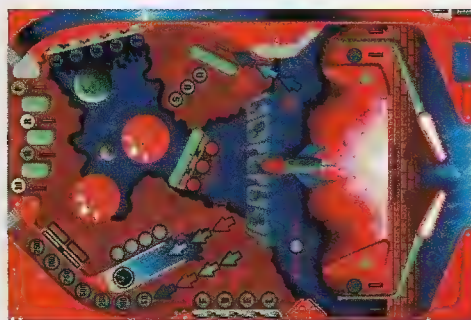
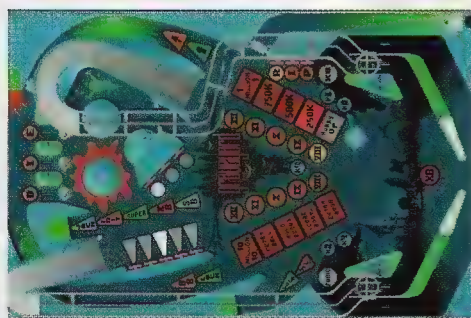
£95.99 OUT MARCH

X-RATING: XXXXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 18/20



DREAMS



challenges. First off is Ignition. The basic aim is to spell the word 'ignition' by knocking down three panels in the middle of the table.

The aim of Steel Wheel is to build up a railway company, raise ticket revenue, increase the carriages and get a whopping mileage rate on.

The prettiest game is the Beat Box challenge, a small pin table full of little channels and little twisty ramps.

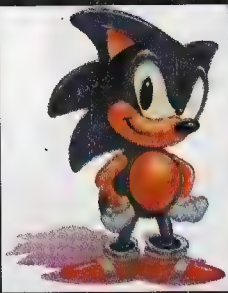
The ominous Graveyard pin table is on a par with the Steel Wheels game in that it is modern, with such additional extras as time. Make the clock reach midnight, and you'll proceed at a frenetic pace with fast action.

Pinball, one of the greatest leisure activities invented by man - almost! At last, a game to milk your frustrations and wipe hours off your life in the form of a pin table.



PINBALL

THE COMPUTER GAMES OLYMPIAD 1992

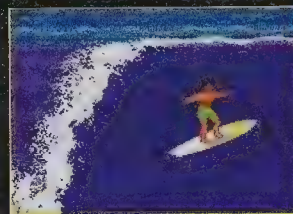


WHAT IS IT? For the first time in this country a National Computer Games Competition encompassing all your favourite games and the chance to win the coveted Computer Games Champion Award for your category.

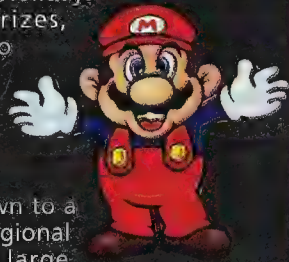


WHAT ELSE CAN YOU WIN? Prizes will be awarded for style, gameplay and high scores as well as for positioning within each category. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by the adjudicators. Due to our unique system at least 2,500 people will be winners!

WHERE IS IT? As much as possible we have tried to keep travel down to a minimum. On the right is a list of 40 towns which will all have regional heats. Any other towns or areas that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.



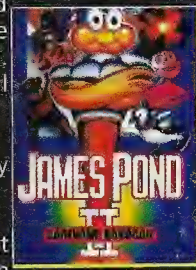
WHEN IS IT? Regional Heats and Finals will be held between May and August in the evenings and on weekends. The Finals will be held in September. Final Venue dates will be furnished on May 4th, 3 days after the final registration date.



HOW DO YOU ENTER? Easy, just fill in your registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.



WHICH CATEGORY WILL YOU BE IN? Categories will be by computer type, age, gender and game type.



HOW WILL THE COMPETITION WORK? Prior to the competition starting at each venue, time will be allotted to each entrant to practice. For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Adjudicators will be giving points for combat style and sportsmanship. Each region will produce 20-25 winners to go on to the finals.



ARE THERE ANY LIMITATIONS TO ENTRANCE? Yes. There will be a maximum of 10,000 competitors, and as we expect a good demand, we advise that players send in their registrations as quickly as possible. The minimum age for entrants is 13.

WHERE CAN I GET MORE INFORMATION? Call either of the registration hotlines for more details.

(This form can be photocopied)



- VENUES**
- Aberdeen
 - Bath
 - Birmingham
 - Bournemouth
 - Brighton
 - Bristol
 - Cambridge
 - Cardiff
 - Dover
 - Edinburgh
 - Exeter
 - Glasgow
 - Gloucester
 - Guildford
 - Hereford
 - Hull
 - Ipswich
 - Leeds
 - Leicester
 - Lincoln
 - Liverpool
 - London N/S/E/W
 - Luton
 - Maidstone
 - Manchester
 - Middlesbrough
 - Morthampton
 - Norwich
 - Nottingham
 - Oxford
 - Perth
 - Plymouth
 - Preston
 - Salisbury
 - Sheffield
 - Shrewsbury
 - Southampton
 - Stoke-on-Trent
 - Taunton
 - York

The Olympiad Committee
Spike Island - 7 Essendon
Herts. AL9 6JF

OLYMPIAD 1992 REGISTRATION FORM

Registration Hot Lines
(081) 568-1492
(0707) 665980

Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega*

Title : Mr/Miss/Mrs

Top 3 Favoured Games Hi-score/Level

Name:

1:

Address:

2:

Postcode:

3:

Daytime Tel No.:

Preferred times to Play: Evenings / Weekends* (Leave blank if either time slot is acceptable)

Evening Tel No.:

Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in respect of the registration fee with the Olympiad Committee for the Computer Games Olympiad 1992.

Age: Occupation:

Left or Right Handed:

Signature Date

* Delete where applicable

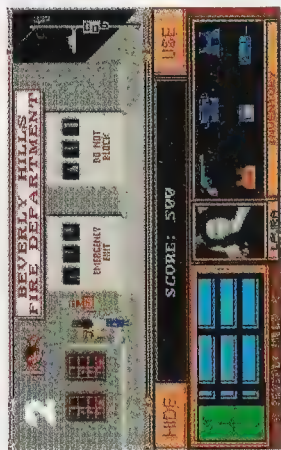
Steve Davis A-Z



Based on that blockbuster action movie. Well, err, yes. What film? You can guess the effect this had on me.



Walking around the box effect streets, you come across a block that looks remarkably interesting



Mmm, the fire department. You pop in to say hello to the yellow helmeted chappies



Wow! Fun times in the fire department. What can we nick to liven up a dull day?

THE TAKING OF BEVERLY HILLS

Rodeo Drive is home to the elite in the most elite of places, Beverly Hills. Terrorists are attempting to heist the richest city in America by stealing a priceless Botticelli and other desirable objects.

Where do you stand? Well, you're Boomer, an all-American Quarterback hero with a Billy the Fish hairstyle. You're helped along by the new love of your life, Laura.

Until she's kidnapped, you can dress up and do loads of whacky things while hopefully tracking down the looters' den and 'taking out' Masterton, a nasty piece of work.

It is said that first impressions last. In this case, they certainly do. The intro sequence didn't bode well.

A crummy series of dodgy graphics with the logo stating, 'Capcom, the pinnacle of entertainment.' All very nice to be sure but with little, if any, effort put into it.

So, you are thrown into the game at the deep end. Boomer is a tiny speck person on a



I don't know. No wonder society is in the state it is. You pop into the police station and the gun cupboard is open

larger grid of things, the basic one being the deserted uptown Beverly Hills with lots of little shops and other obscure hostilities. The lack of inhabitants makes the game a trifle dull at times.

DRESSING UP

The terrorists have donned police uniforms, so who can you trust? No one. Approach various shop fronts only to be gunned down by a gun-touting psycho.

Thankfully you can switch between the two characters, either Boomer or Laura, the latter

starting the game in an even more deserted hotel lobby.

After collecting a few items she progresses through an irritating little maze to the control centre of something. There she's trapped until Boomer comes to her rescue.

Your aim is to visit various places and mark them down on the included map skeleton while also collecting up to a whopping maximum of four items with which you may disguise yourself.

One item to carry is the disk to save the game. For such a big burly guy, you can't handle much can you? Movement is awkward. A strange mixture of joystick/mouse and keyboard commands which is as irritating as heck.

One minute you may want to use an item, but to do so you've got to tap this, and then that, and then move your mouse without making a mistake. Arrrrrr!

There's too much wandering about as well, both literally and mentally. Although the basis of quite a good game peeps through, the gameplay and game interface lack significantly, producing a dull product.

FACT FILE

Software House: Accolade
Development Team: Capstone



Set in the glitz of Hollywood, together with an all-American hero and violent terrorism to boot. A money spinning formula, it can't go wrong. Do you wanna bet?

You come to expect a game of a high standard from Accolade but unfortunately this one fails miserably to hit target.

Graphics are, frankly, quite terrible insofar as they are tiny, basic and also old-fashioned. Despite there being a couple of digitized images, even these don't impress.

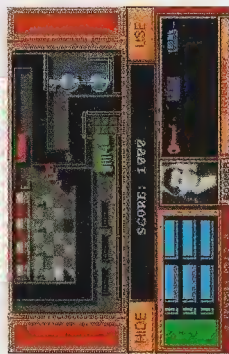
Sounds are average and although hardly fantastic represent the best thing about this release.

Gameplay is virtually non-existent. With a weak storyline it is pernickity, awkward and a real pain in the butt.

You aren't even given the chance to find it easy contrivance which certainly halves any chance of getting involved in the game.

It's a shame that Accolade has produced a game so far below its usual high standard. I certainly can't recommend it. Try out one of the others in its catalogue because this one is pretty dire stuff.

£99.99 OUT NOW



X-RATING: X

Gameplay: 2/20
Lastability: 5/20
Presentation: 3/20

CONSOLE CONNEXIONS



EA's Desert Strike finally blitzes onto the Mega-Drive and promises to be one of the hottest games of the year, while the PC Engine is invaded by Ninja Gaiden. Monopoly appears on the Game Boy, and the ghost with the most, Beetlejuice, rips his arm off and eats it for your pleasure on the Nintendo hand held!

LYNX GALORE!

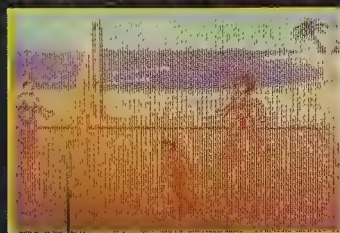
As mentioned last week, here is the concluding selection of Lynx titles that are due over the next two quarters. At the moment **Bad Boy Tennis** is looking great and its variety of games includes both singles and doubles tournaments.

Digitized speech will announce the score, and the game is looking very fast at the moment. For those of you interested, Atari is hoping to get the game sponsored by Jimmy Connors.

Battle Zone 2000 is in the very early stages of development with only a few screens of animation on show, but vectors are looking slick and smooth.

Daemonsgate is based around the 16-bit version of the same name, and is a Gauntlet-style arcade adventure. The overall presentation is pretty good with smooth scrolling and clear graphics, but the sound is more than a little nauseating at the moment.

Dino Dudes is basically a prehistoric version of Lemmings but on a much bigger scale. Rather than guiding little green-haired rodents to the



exit, you must use your team of cavemen to collect spears and other such objects.

Cliff faces must be scaled on one another's backs, but you must remember to keep your speed up because the game is against the clock as well as the scenery.

VAMPIRES AND IDIOTS

Ninja Nerd is another action game for the Lynx, where the player starts off as a nerd and must work his way up to being a hunky guy. It features multi-level parallax which is still a little jerky, but it is only in development at present.



Dracula is looking to be one of the most spectacular Lynx carts around and features atmospheric sepia graphics and digitized screenshots.

Being a vampire hunter, you must venture into Dracula's castle in search of the infamous Count himself, and must then drive a stake through his heart and hopefully complete this arcade adventure.

Last up is **Malibu Bikini Volleyball**, a beach volley sim featuring busty and scantily-clad beauties. Each team is made up of two people, and the basic aim is to bump, set and spike the ball over the net into your opponents' half. Look out for all these titles and when they're nearer completion, expect to see a full review in *Games-X*.

Thanks to:

Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB.
Tel: 0602 475151.

Console Concepts, The Village, Newcastle-U-Lyme, Staffs ST5 1QB.
Tel: 0782 759712.

Console Plus, 265 Selby Road, Halton Shopping Centre, Halton, Leeds LS15 7JR.
Tel: 0532 500445.

MONOPOLY



Monopoly is one of the all-time great board games, and streets like Old Kent Road and Mayfair are household names all across the country.

Monopoly is a game for up to four players, with two to four human competitors. There are eight computer opponents, each one playing the game with their own strategy.

Ollie is the type of bloke that just can't say no to an offer, whereas Arthur will take you for everything you've got.

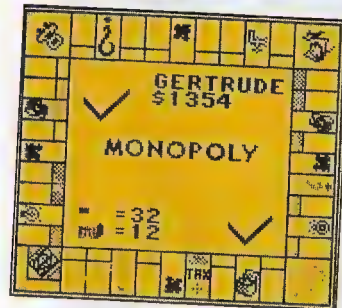
I'LL BUY THAT FOR A DOLLAR

As well as including the standard game of Monopoly on the cartridge, there are eight different pre-set games.

These set-ups are for four players only and award the players with different amounts of cash, different street sets and houses or hotels, as if you have joined in halfway through a game.

If you can't pay your bills, it is possible to sell your houses - for a reduced price, of course - and mortgage the unimproved properties, ie those without buildings on them. If you still cannot raise the cash, you go bankrupt.

The winner is the person who

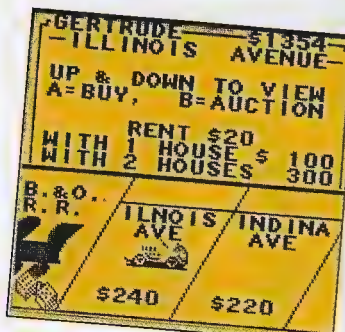
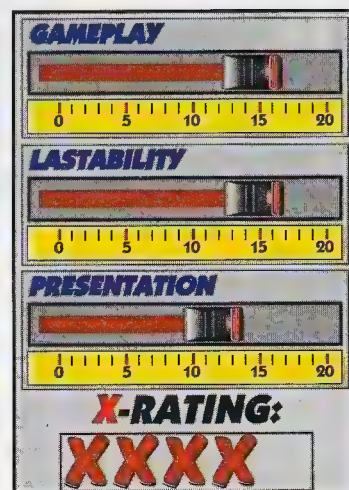


manages to financially survive the longest, making sure each opponent is dragged under and made bankrupt.

Monopoly is highly popular and is sold in 31 different countries, and the Game Boy version will no doubt add to the outstanding success of the game.

The Nintendo portable version is excellent, featuring superb graphics and sound, and what's more, an enjoyable game of Monopoly.

The cartridge handles all of the financial side of the game and the various pre-set games and computer opponents make it that much better. X



DESERT STRIKE



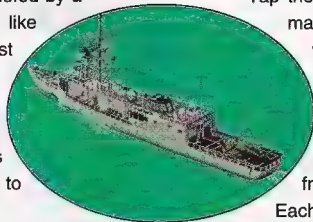
I remember sitting in the local snooker club when over the TV a newsflash announced the beginning of the Gulf War.

That was way back in January 1991, and now, over a year later, Electronic Arts has developed a game that returns you to the Gulf.

Desert Strike is an Apache-based helicopter shoot'em-up, where you and a co-pilot (the computer) must enter enemy territory to rescue friendly troops, save undercover agents and stop the opposing forces from using SCUDs to start another attack.

Having powered up the Mega Drive you will have to decide which co-pilot to take on your mission, which mission to accept (the later objectives can only be accessed via a password system) and finally which type of control method you prefer. It's probably easiest to engage momentum, though you can switch this off.

You will then be briefed by a chap looking uncannily like Stormin' Norman, the gist being that some psycho madman (who could that be?) has taken over the Gulf, using his massive military array to seize control.



Cue Yankee gunship and square-jawed pilot, namely you and the beastie-of-a-chopper you affectionately call Buttercup. You begin the mission in the hot seat, on the back of a frigate patrolling the warm waters of the Gulf.

Pulling back on the stick will allow you to gain altitude, then pushing forward to increase speed and left and right to turn in the respective direction. Having flown away from the friendly vessel, your weapons are engaged and you're ready for anything.

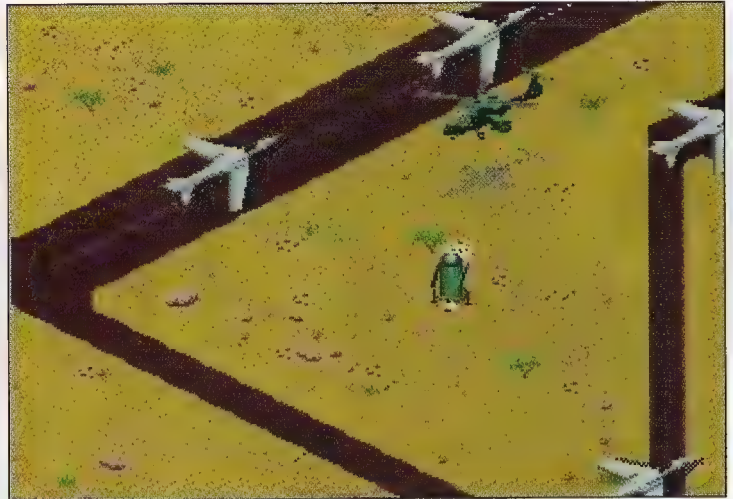
NORMAN'S STORMIN'

Tap the start button to view the map of the immediate area, which details the location of all the mission objectives, as well as fuel depots, ammo dumps and the missing friendly troops.

Each mission is divided into a



Sir, this attack force is stronger than we thought. It attacks from all sides, even though it only has a single helicopter



The Apache is armed with three types of weaponry, including Hellfires and Hydras

number of objectives, for instance the first requires you to destroy the radar bases, the second to attack the important power generator.

Having cut off all electricity, you then take out the air bases and the command posts. An enemy commander will reveal the location of the secret agent, and all that's left is to retrieve the spy and take him safely back to the ship.

You have three Apache gunships with which to complete the missions, the helicopters having limited supplies of fuel and ammo and, what's more, armour that soon wears away when you get a direct hit from an AA missile.

You can replenish these by collecting the petrol cans and ammo boxes scattered around the landscape, simply by flying overhead, waiting for the hook to lower and then collecting the object.

Troops and spies are picked up in the same way although rather than a hook a rope-ladder is lowered.

You will be shot at by all manner of enemy installations, but you have a selection of weapons with which to return

fire. You start with 38 unguided Hellfire missiles, 8 guided Hydra shells and over a 1000 cannon rounds.

SIMPLY BRILLIANT

Hydras are useful for taking out the anti-aircraft guns before they shoot you, and the Hellfires are best left for the buildings and other stationary targets. Use the cannon to pick off the enemy troops.

I think that trying to make money out of such an incident as the Gulf War is disgusting, but Desert Strike is simply brilliant. The game is so addictive, probably due to the way it handles perfectly and is both visually and sonically first-class.

The animation on the helicopter is particularly outstanding, and the overall presentation of the enemy bases, their military hardware and troops is exceptionally good.

The chopper is accompanied by the constant thud of the rotors spinning, and the odd blast of gunfire when you engage the enemy. The missions are both challenging and in great supply, making Desert Strike arguably the best title on the Mega Drive this year.

CONSOLE CHARTS

MASTER SYSTEM TOP 10

- 1 SONIC THE HEDGEHOG ★
- 2 ...MICKEY MOUSE (COI) ★
- 3DONALD DUCK ▼
- 4KUNG FU KID ★
- 5SUPER KICK OFF ▼
- 6ACTION FIGHTER ★
- 7SUPER TENNIS ▼
- 8 WORLD CLASS L'BOARD ▼
- 9NINJA ▼
- 10SUPER MONACO GP ▼

CHART SUPPLIED BY GAME
SEE CHART PAGE FOR SYMBOL KEY



The map details the location of your mission objectives, as well as fuel and ammo

GAMEPLAY

0 5 10 15 20

LASTABILITY

0 5 10 15 20

PRESENTATION

0 5 10 15 20

X-RATING:
XXXXXX

NINJA GAIDEN



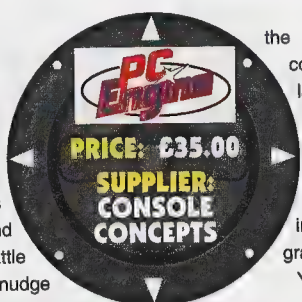
Having seen virtually every version of Ninja Gaiden possible, I must admit to groaning when the PC Engine cart hit my desk.

You must all know the story behind the game by now: young boy joins ninja clan, clan is defeated by enemy, lone ninja seeks revenge. Well that's the basic gist behind the game, on with the nitty-gritty.

Obviously you are the lone ninja looking to avenge his clan's defeat, and you are extremely adept in all the martial arts. You can high-kick in your sleep, break 10 bricks in half with your little finger and use oriental magic with your eyes closed.

SWING YOUR SWORD

Apart from that, you're pretty much an ordinary guy that cooks and cleans his dojo. To move around the city where the battle takes place, simply nudge



the D-pad. Buttons I and II control jump and fire, the latter slashing your deadly katana blade.

The game is set over six levels, although these are divided further into stages to make a grand total of 20 scenes.

Your battle will take you

through the rough part of town, across mountainous rocks and along oriental temples, but where you will eventually end up, who knows?

Along the way you'll be ambushed by all manner of martial artists brandishing huge swords and throwing shurikien stars. You can even the odds, however, by collecting one of the many bonuses scattered around.

Energy top-ups can be found, 1-Ups and extra magic can be picked up and more powerful weaponry such as throwing stars can also be collected.

Yawn! Another version of Ninja Gaiden. Well, what can I say? The PC Engine version is pretty good, but as you'd expect it doesn't break any new barriers in terms of originality or graphical excellence.

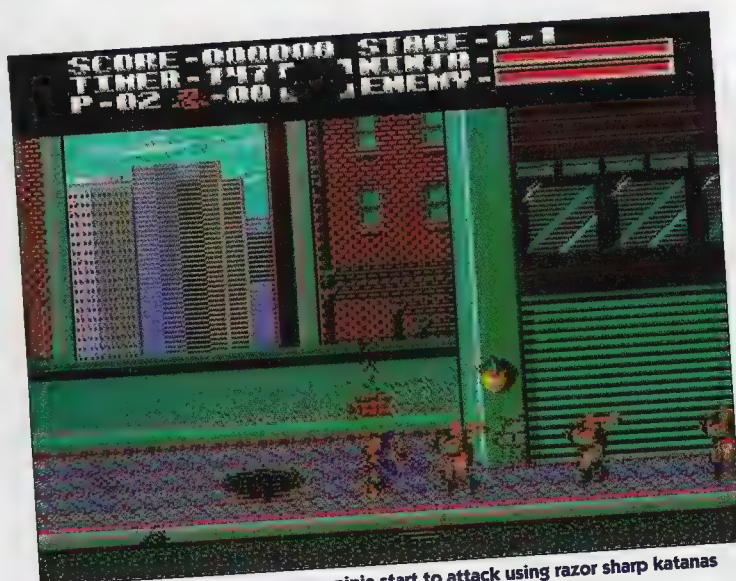
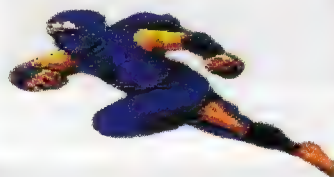
Nevertheless, the control system works well and the presentation is OK, so if you're looking for a run-of-the-mill beat'em-up for the Engine you could do a lot worse than sample Ninja Gaiden. **X**



It had to happen really. It's appeared on everything else, and now the PC Engine



Use button II to swing your sword and I to jump. You can collect shurikens later



Right from the word go the enemy ninja start to attack using razor sharp katanas



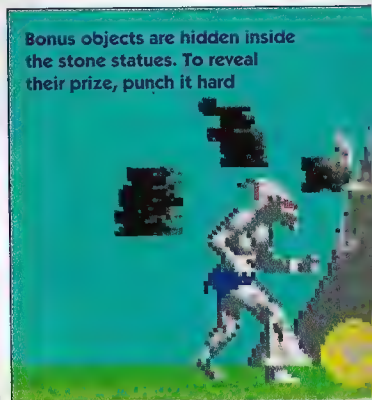
Games-X first reported on Tecmagik's Beast Mastermix '92 way back in issue 20, but now it's finally arrived!

Taking the role of the beast you must avenge your parents' death by defeating the fiend that murdered them - the Beast Lord.

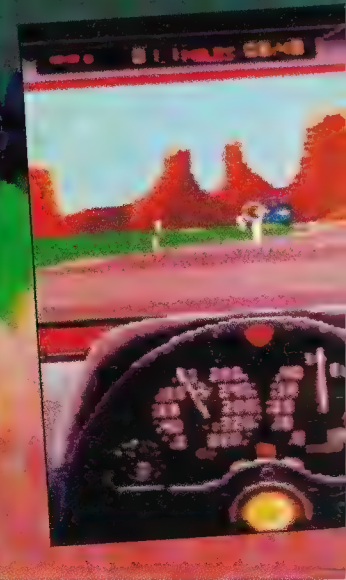
Shadow of the Beast is a tough beat'em-up set over six levels, and Mastermix '92 is the 8-bit Sega version of the same game.

The original was known for its superb graphics, and the Master System cart is no exception, featuring 13 levels of parallax at key points in the game.

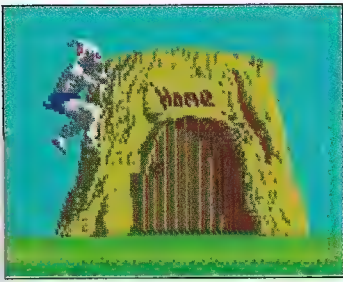
Bonus objects are hidden inside the stone statues. To reveal their prize, punch it hard



GAMEPLAY	
	0 5 10 15 20
LASTABILITY	
	0 5 10 15 20
PRESENTATION	
	0 5 10 15 20
X-RATING:	
XXX	



BEAST MASTERMIX '92



Using the joy pad to control the Beast, you must press button 1 to punch, or button 2 to access his inventory. To use something like a key, simply stand where you want to use the item, highlight it then tap 2.

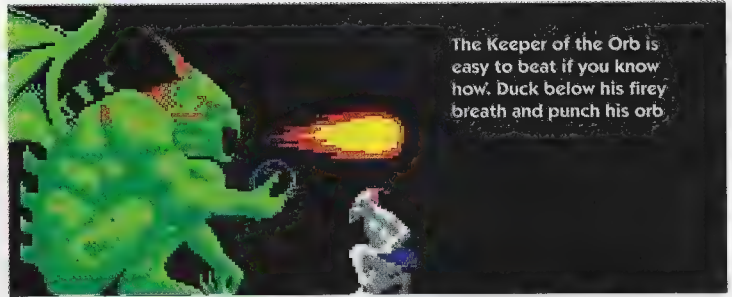
So long as the key fits the lock the door will open. Potions and the like can be used at any time. To jump push Up on



the D-pad, and Down to crouch. It is possible to fly-kick by holding button 1 and leap in the air.

BEASTLY BUSINESS

The game must be completed in a set order. It's no use attacking the Death Skeleton without the power orb because your punches won't reach, and you must collect keys before unlocking doors.



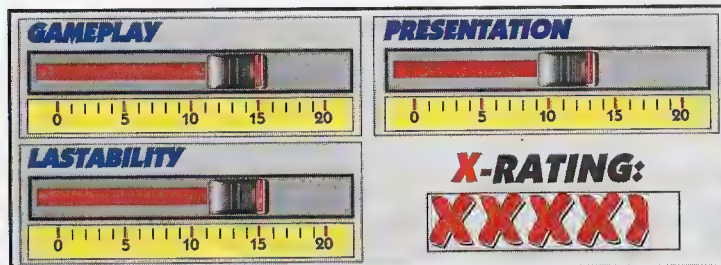
There are numerous puzzles throughout the game that involve a little thought, but most of the game is action-packed punching and kicking.

There is, however, a shoot'em-up stage when you finally collect the jet pack and laser gun, and you'll have to defeat one of the six guardians that protect every level.

This is a pretty good reproduction of

the Psygnosis beat'em-up, but where the latter failed, namely in its lack of gameplay, the Tecmagik effort restores playability and makes the Master System version superior to the Amiga game.

OK, the presentation may not be as stunning as the Amiga's, but graphics aren't everything, are they? If you're looking for a decent arcade adventure on the 8-bit Sega, try Beast - you'll like it. **X**



TEST DRIVE II - THE DUEL

For almost a decade, car race and chase games have remained one of the most popular and prolific themes of arcade entertainment.

In the arcade, the overhead-view chase and blast game Spy Hunter was a massive hit and coin-op conversions were chart-busters.

Then the rear-view arcade smash Outrun became the most successful

arcade attraction since Space Invaders, opening the road, so to speak, to numerous rear-view games such as Chase HQ.

The low level, rear-view games of the arcade relied on many megabytes of memory in the coin-op to drive the massive road-side sprites at such a blinding pace.

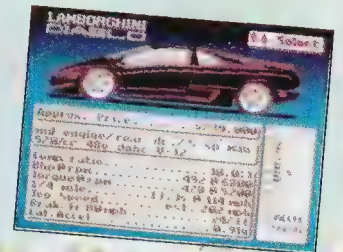
This just could not be emulated on home machines, which ground to a jerky snail's pace in comparison.

Test Drive put real horsepower into car-racing, due to speedy vector-graphics in a true 3D world. Now Test Drive II - The Duel, takes this technology to new speeds, combining bitmap sprites for extra detail.

In The Duel you get to drive such roaring beauties as Lamborghini's

gorgeous Diablo, the Porsche 959 and the Ferrari F40. There's head-on traffic to dodge in between police blockades and chases.

In fact this sequel has a whole lot more action and fun than the original, which was designed for realism first and fun second. Test Drive II - The Duel will be available on the Sega Master System in April. **X**





The Mega Pad is similar in shape to the normal Mega Drive joystick, but has a number of improvements over the existing unit. The D-pad still remains on the left and is quite responsive, although it's quite easy to slip from going up to diagonally left and so on.

The three buttons, A, B, and C, are on the right with a small red light above each key. Nearer the centre is the blue start button, below this are three turbo switches and a slow motion lever.

SLOW MOTION

Each turbo is for one of the buttons, and when engaged the small red light above A, B or C will be lit.

The speed at which the turbo fires is quite fast, and is comparable to, say, the Intelligent Mega Power stick which is more than sufficient.

The slow motion button actually decelerates the speed



of the game, giving you more time to react against the tough alien spaceships or whatever.

How does it do this? Simple. The pad toggles the pause mode on and off many times a second, the resulting effect appearing to slow the game down.

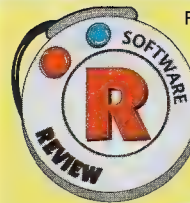
This feature does actually help in some games, but you may have problems with others.

The overall look of the Mega Pad is pretty tacky, and sadly the buttons don't feel particularly good.

The pad is a little large, making it uncomfortable if you're using it for a long time, and the only improvement this unit has over the original pad is the inclusion of the Turbo buttons. **X**



MEGA PAD



Rolling Thunder was a game smattered with bullets and blood. Only the toughest secret agent could survive the evil powermonger's antics.

He was eventually defeated and his plan to rule the world foiled. However, there's a new crisis brewing.

Orbiting satellites have been destroyed, devastating global



Uh oh, out of bullets again!

INTELLIGENT MEGA POWER STICK



At a quick glance you would be forgiven for thinking that the Intelligent stick was a Neo Geo pad, since there is quite a striking resemblance between

the two of them.

Being 260mm x 190mm in size, the stick is not the sort of pad that will fit snugly in the palm of your hand. Instead you must either rest it on a solid surface like your lap or on the desk.

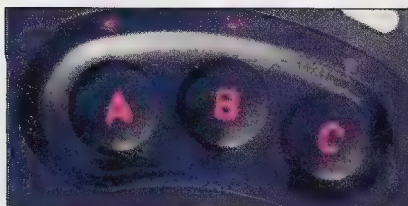
The layout of the pad is virtually identical to the Neo Geo unit – the stick is halfway up on the left, with the three buttons on the right.

Three LEDs can be seen above these, and a further three rapid-fire

switches are located above these. The rapid fire is adjustable, a sliding lever situated on the top right of the peripheral. Start and Select are found in the centre of the pad, at the top.

NEO-Geo LOOKALIKE

The Intelligent stick can be used with either the Sega Mega Drive or PC Engine, this is done by a simple double-ended lead – at one end a Sega plug and at the other an Engine fitting. At the front of the pad are the two sockets that accept the lead, one for the MD and the other for the NEC machine.



In addition the unit can be controlled remotely, powered by four Walkman batteries or the equivalent.

You need an optional transmitter cartridge for the remote facility. It slots into the front socket, normally covered. Underneath is a button that allows you to switch between remote and lead control.

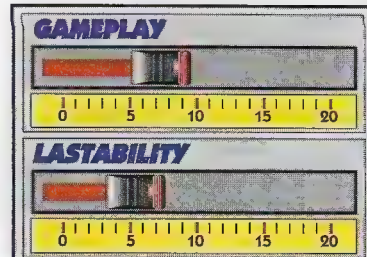
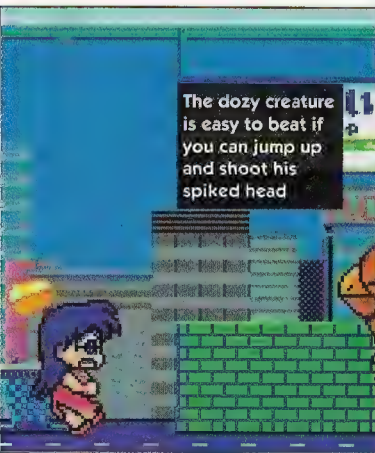
The IMP has a great feel to it, and although it doesn't fit into your hand, it will fit neatly on your lap and proves to be very comfortable to use.

The stick is very responsive and it's much easier to find the directions than on a smaller pad. The fire buttons respond positively when they are pressed, and the rapid fire is as fast as you could possibly want it to be.

If you should want to slow it down, the sliding adjuster allows you to do so. To sum up, one of the best sticks available for both the PC Engine and the Sega Mega Drive. **X**



The Mega Drive is blessed with the presence of Valis, a rather strange game to say the least. You control a cute Japanese girl, who comes with the usual huge eyes and skimpy bikini.



ROLLING THUNDER 2

communications. Apparently the terrorist group Geldra is responsible, but as of yet its future plans remain a mystery.

Only two agents, code-name Albatross and Leila, have any chance of saving the planet this time around.

The sequel follows the same pattern as its forerunner, although you have double the action now in the form of Albatross and his colleague, Leila.



Clueless, your mission commences under the blazing sun of Miami. Without any warning you are ambushed by waves of thugs that leap down from a passing tanker.

Now's the chance to use the weapons at your disposal and simply press B to unleash a shell.

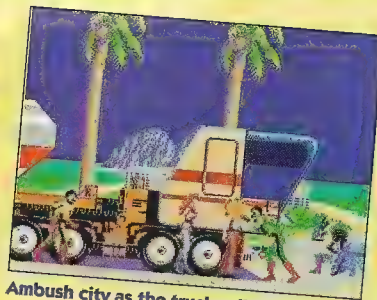
Because you only carry a limited supply of bullets, try and keep stray shots down to a minimum. To jump, press C, and Up and C simultaneously to climb to a platform above.

MIAMI VICE

Albatross and Leila start the mission with pistols and a short supply of ammo, but if you take time out to raid the armoury, you can stock up with a fresh supply of bullets as well as equip yourself with an SMG, handy for killing off a load of charging thugs.

Rolling Thunder was highly popular both in the arcades and on the home computers, and Rolling Thunder 2 promises to be just as good as the exciting original.

Although not particularly awe-inspiring in terms of graphics, with pretty naff sprites, the backdrops are both colourful and varying in design.



Ambush city as the truck rolls past

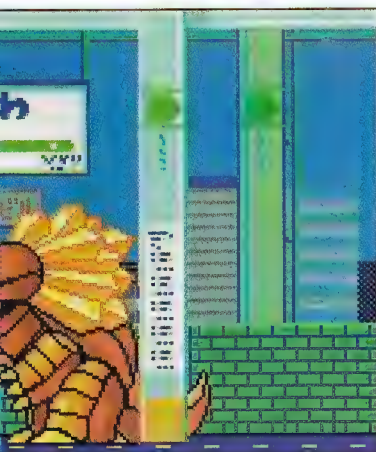
Sound is OK, but sadly the cartridge is let down by the gameplay. At first it feels good to play, but once you've bitten the dust, you don't get the chance to return fire to thugs approaching from behind before they blast you again.

This proves annoying at the best of times, and all in all I think only dedicated fans of the original will gain full enjoyment out of this game.



Albatross has managed to collect the SMG, but Leila's not so lucky

GAMEPLAY	PRESENTATION
LASTABILITY	X-RATING:
	XXX

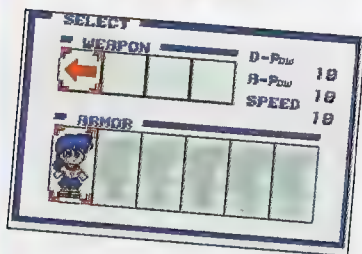


Presumably her name is Valis, but who can tell unless you can read the Far Eastern language yourself.

The game is a horizontally scrolling shoot'em-up in which you must guide the young lady through a series of increasingly difficult stages before finally confronting the boss and getting the chance to defeat him.

This may sound like many other

VALIS



games for the Mega Drive, but Valis goes one further and manages to take cuteness to a sickeningly new level.

You start in a little blue frock which represents your armour level, initially low.

Upon beating a guardian and progressing through the levels, this will gradually increase, as will the power of your weapon, also puny to begin with.

BALL OF FIRE

There are four levels of weaponry, initiated by the small blast, then the wave. Then comes the swirling death ball and finally the deadly three-way fire.

Six levels of armour protect Valis, although you probably won't collect the tougher protection until the latter stages.

You can fire your laser, using button B, in most directions, including Up and Down, while button A activates the smart bomb which heavily damages the meanies currently on screen.

C is used to jump, while tapping C



The smart bomb is activated by tapping button A, and damages everything

twice will send you spinning in the air, enabling you to reach higher platforms.

I wasn't at all impressed with Valis on the Mega Drive. The graphics may be colourful and bold, but to be quite honest they would probably only appeal to a five-year-old.

Sound too is equally disappointing, and despite hoping that gameplay would save the day this doesn't turn



out to be the case. To conclude, anyone over the age of six months and unable to speak Japanese should steer clear.



PRESENTATION
X-RATING:
XX

GAMES POWER

VIDEO GAME UPDATE

UPFRONT NEWS! EXCLUSIVE VIEWS!
STOMPING HINTS AND TIPS!
PUMPING REVIEWS!

Get the most out of gaming by dialling NOW!
All lines open 24 hours a day! All lines updated every week!

PLUS! UK AND INTERNATIONAL GAMES NEWS 0891 312 302

JOIN GAMES POWER CLUB 0891 312 303

SEGA - NEWS, REVIEWS AND CHEATS 0891 312 304

NINTENDO - NEWS, REVIEWS AND CHEATS 0891 312 305

AMIGA - NEWS, REVIEWS AND CHEATS 0891 312 306

ATARI ST - NEWS, REVIEWS AND CHEATS 0891 312 307

PC - NEWS, REVIEWS AND CHEATS 0891 312 308

ARCADES UPDATE 0891 312 309

HOW TO GET FREE AMIGA, PC AND ATARI ST GAMES 0891 312 310

SWOP SHOP, SELL, BUY OR EXCHANGE 0891 312 311

COMPUTER SHOWS, WHERE AND WHEN 0891 312 313

ADVICE ON HOW TO BE A GAMES WRITER 0891 312 314

FOR FULL DETAILS ON ALL OUR SERVICES RING

0891 312 315

CUT OUT & KEEP

THE UK'S NUMBER 1 FOR VIDEO GAMES INFORMATION!

100% PURE GAMES INFO!

KEEPING YOU IN TOUCH 24 HOURS A DAY.

For all game players of SEGA, NINTENDO, COMMODORE, ATARI, PC and ARCADES



Ring Benny Bunder's gossip line on

0891 312 301


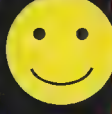
Games Power (UK) PO Box 118, Manchester M60 3RY
Calls cost 30p per min. cheap rate 18p per min. at all times.

COMPUTERS 'N' CONSOLES



MANCHESTER'S BEST AND FRIENDLIEST SHOP






We give you exceptional service where you can see the games before you buy!






**MEGADRIVE GAME GEAR
MASTER SYSTEM LYNX
GAMEBOT NES ETC.
LATEST USA AND JAPANESE
TITLES IN STOCK.**


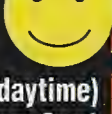



**MEGADRIVE CARTRIDGE
EXCHANGE CLUB**

Why not trade in that old games for a different title?
Phone John or Mike for details, or call in the shop.
Mon-Sat 10 til 5.30pm

Secondhand games for sale.

17 Bolton Road, Walkden Tel: (061) 790 2242 (daytime)
Manchester, M28 5AX Tel: (061) 790 0655 (6pm-9pm)
We are featured in this weeks Street Talk on page 40

HARTSCROFT

Secondhand games & machines available.
Please ring for releases and price list.

MAIL ORDER

Please make cheques and PO's to
"HARTSCROFT"

P+P Games £1. P+P Machines £3.50. Fast Delivery

MEGADRIVE

THE IMMORTAL	39.00
ROAD RASH	39.00
STREETS OF RAGE	35.00
QUACKSHOT	39.00
N.H.L. HOCKEY	38.00
F22 INTERCEPTOR	39.00
PITFIGHTER	Call
ROBOCOD	39.00
CALIFORNIA GAMES	39.00
GOLDEN AXE 2	39.00



MASTER SYSTEM

SUPER KICK OFF	29.00
BACK TO THE FUTURE II	24.00
SONIC THE HEDGEHOG	29.00
FLINTSTONES	29.00
BONANZA BROTHERS	29.00

We also sell the MASTER GEAR CONVERTOR

Tel: 081 656 6006

65 Spring Park Road, Shirley, Croydon, CR0 5E1
(Just off the Wickham Road)

Opening Hours - Mon-Fri 10am-5.30pm - Sat 9am-6.30pm





It's nice to see that some new games are being cracked by you 'orrible lot. I was especially impressed to see so many Populous II codes coming in so quickly! Send anything new that you happen to have found to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

TURRICAN

SEGA
- BALLISTIC MEGA DRIVE

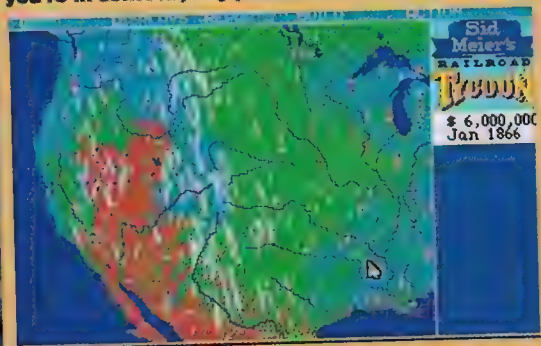
Go to the option screen from the main menu and then move the arrow to the bottom of the screen. Hold the D-pad down and then press A, B, B, A, B, A, A, B, A, A, B, A, A.

If all this lot has worked another menu should appear. This should allow you to select infinite options as well as which level you start on!

RAILROAD

CE TYCOON
- MICROPROSE

A very simple one this, all you have to do is hold down SHIFT and 4 at the same time to increase your cash supply. Nothing to it eh? Every time you're in schtook, hey presto!



SKY HIGH STUNT MAN

- CODEMASTERS CE

This game is really bloomin' hard 'Innit? Well, to make things easier I can now disclose that typing CHEAT (of all things!) on the title screen will actually give you infinite lives and smart bombs!

CASINO GAMES

- SEGA



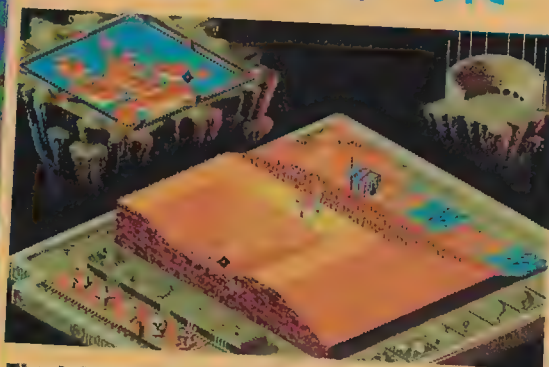
To get unlimited greenbacks, all you have to do is key in MR SEGA 8314853112.

Thanks again to a weird chappie

called the Fantom for that. Strange guy. Can't spell and doesn't appear to actually live anywhere!

POPULOUS II

- ELECTRONIC ARTS



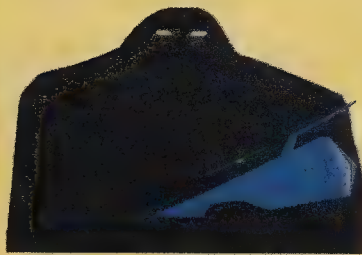
The latest trend among you lot appears to be sending in Populous II codes. At least you've given up with Oh No! More Lemmings passwords!!!

The first person to send me any codes for this classic Electronic Arts game was Matthew Simpson from Surrey, who sent me the first 200 levels. We do have codes for later in the game, but I'll save these for another week.

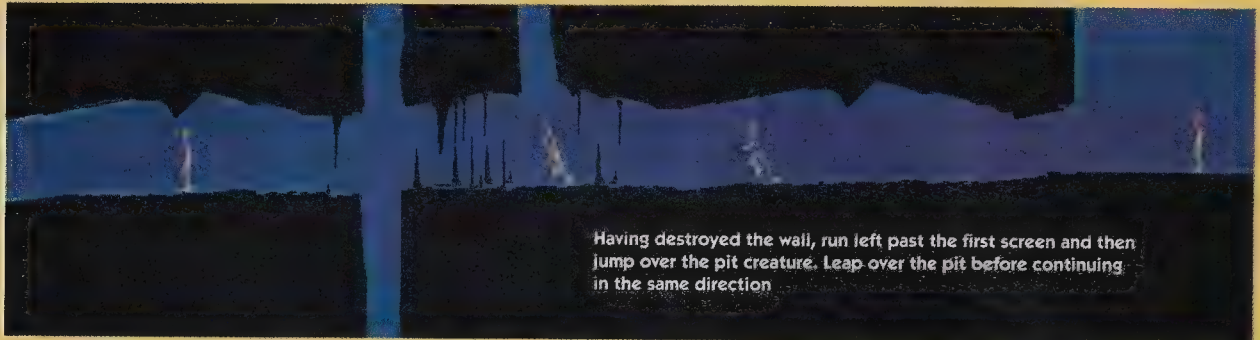
LEVEL 20: NGAF	LEVEL 130: LOLYAD
LEVEL 30: GTHHAG	LEVEL 152: VEERAG
LEVEL 40: ATNEAF	LEVEL 158: GHAAAK
LEVEL 60: INUNAD	LEVEL 170: ALDOAT
LEVEL 80: QUWIAB	LEVEL 180: EGTIAG
LEVEL 100: ADPEAT	LEVEL 196: OMAAAD
LEVEL 125: LLJI	LEVEL 200: OPEMAC



ANOTHER WORLD PLAYER'S GUIDE PART 2



Welcome back to Another World. Having left the brave scientist, Lester, in a tricky predicament, we join the stranded boffin deep in the caves...



Having destroyed the wall, run left past the first screen and then jump over the pit creature. Leap over the pit before continuing in the same direction

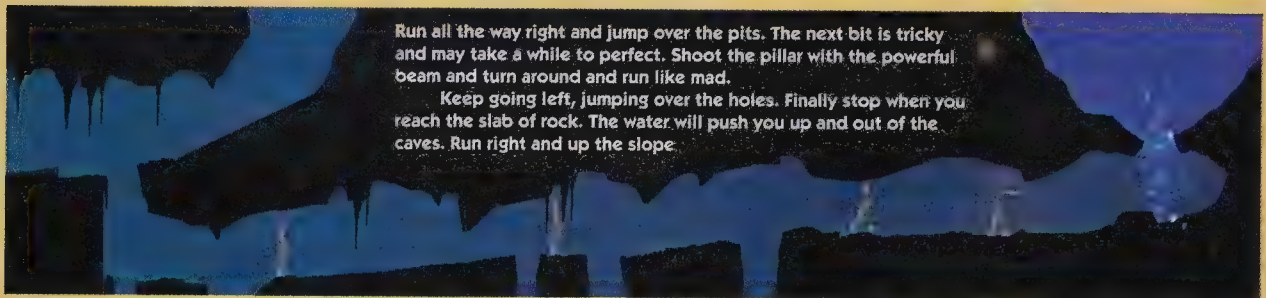


Take the top route and run across. Don't worry about the boulders because they can't harm you. Run onto the next screen and shoot the bat hanging from the ceiling. Walk left and watch the bat get eaten

by the tentacle creature. Leap onto the first stalactite and clamber up to the top.

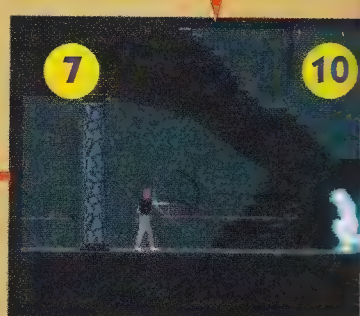
Jump all the way across to the right, leaping from spike to spike. Finally jump onto the next scene.

Run across the ledge and fall off to the left. Turn around and shoot the rock with the powerful laser. Climb up the rock-face



Run all the way right and jump over the pits. The next bit is tricky and may take a while to perfect. Shoot the pillar with the powerful beam and turn around and run like mad.

Keep going left, jumping over the holes. Finally stop when you reach the slab of rock. The water will push you up and out of the caves. Run right and up the slope



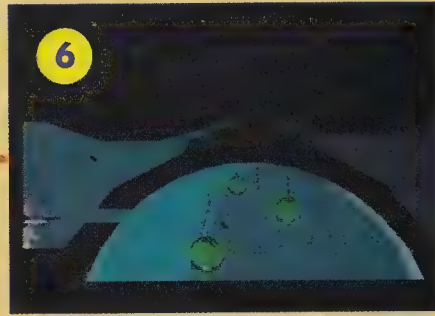
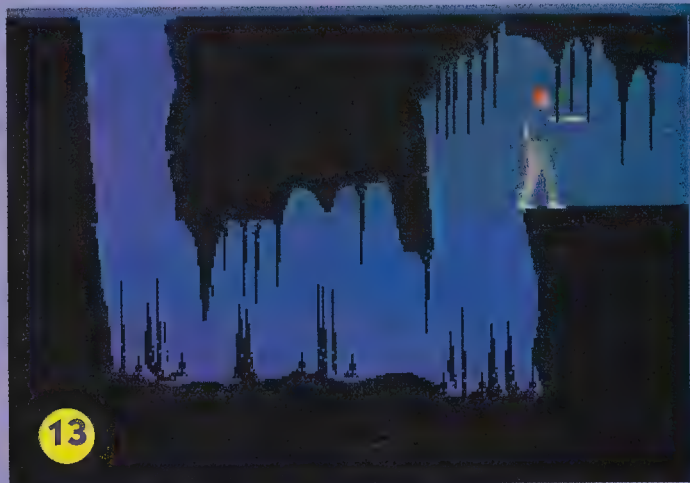
DEEP WITHIN THE ALIEN BASE...

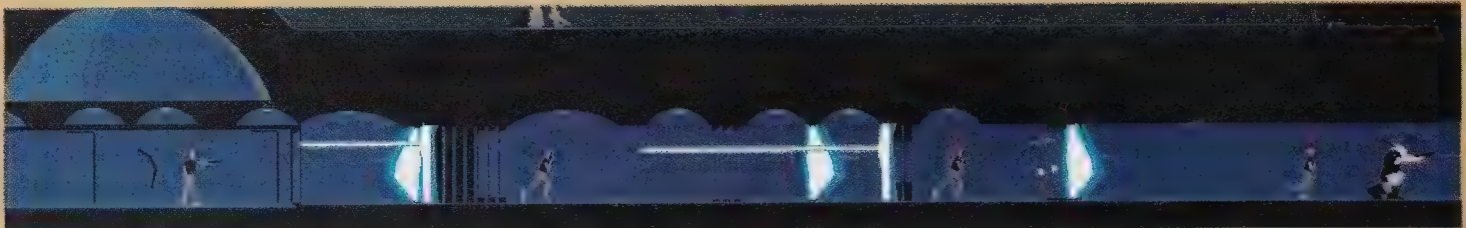
- 1** Destroy the wall and head right once more, all the way across the dried-up waterfall
- 2** Run down the steps and quickly raise a shield. Nudge forward so that your gun sticks out from the shield. Destroy the alien's force field with a big laser, quickly followed by a short blast to finish him off
- 3** Right again, jumping over the stairs on the next scene to progress in the same direction
- 4** Next screen, raise the shield near the doors but don't open them yet. With the shield raised, walk forwards slightly to open the doors. The guard will lob a plasma bomb. Step back to close the doors. The bomb will rebound off the doors and destroy the alien
- 5** Run right and destroy the door that was behind the guard. Use the warp-elevator to head up and recharge your gun in the small compartment. Zip back down, then right to the small domed room
- 6** Crouch down. You will see the reflection of a pacing guard in the baubles. Wait for him to walk left, then right, then left again. He will then pause under the green bauble. Shoot the chain and the ball will fall, crushing the guard.
If you are fired at you have mistimed the shot and the guard still lives. Die and have another go. Walk back to the scene with steps going down
- 7** Run down the stairs to the scene below. Use the warp-elevator to go down to the ground. Run left, don't head right whatever you do
- 8** Onto the next screen and shoot the guard. Sometimes you can shoot him as soon as you enter the scene, but you may have to raise a shield just in case
- 9** Left again and walk to the top of the stairs.
Turn around and blast the chandelier. This will crash down, but will also allow your alien friend to escape
- 10** Back to the the warp-elevator.
Instead of climbing the stairs, exit to the right.
Before you walk off screen, a guard will



punch you and you'll fall to the ground, dropping your gun. When he picks you up, tap the button to kick him. He'll let you go as he doubles over. Take this chance to run left and pick up your gun. Stand up and shoot the guard

- 11** Walk right to the next scene. Whatever you do, don't walk past the black arch to the right of the cracked pillar. Instead, walk up to it and raise a decent shield of four or five fields. Take a step right and quickly turn around and raise a shield to the left.
Two guards should enter, one from the left and one from the right. Nudge left and power-up your gun by holding down the button. When it's at full power, blast away the guard's shield and quickly shoot the alien. Turn around and repeat the process with the other guard. Now that both are dead, run right to the next screen
- 12** You should now be standing next to a huge pool of water. Dive in and swim down. Don't hang around in the water because you only have a limited supply of oxygen.
Swim down to the very bottom of the pool and head left. Swim along the flooded corridor to the next screen, where you should swim up the far left tunnel in the ceiling
- 13** Swim up to the top and take in more air. Dive back down and swim out of the tunnel and into the shaft directly below you. Swim right and climb out of the water.
Shoot the blue power line. Jump back into the water and swim back the way you came, remembering to pause for breath. Back out of the pool, walk right
- 14** If you successfully shot the bauble earlier, the guard should be on the floor, dead, with the shattered glass around him. Walk past to the right and fall down the gap on the following screen





The next sequence of screens must be completed quickly. Face the right and destroy the wall. Run like mad to the right, through all the doors, and keep on

going towards the scene with the barred doors. Run up to the right of the screen, turn around and raise a wall of shields. Keep raising the shields

until your alien friend punches through the ceiling and lifts you to safety



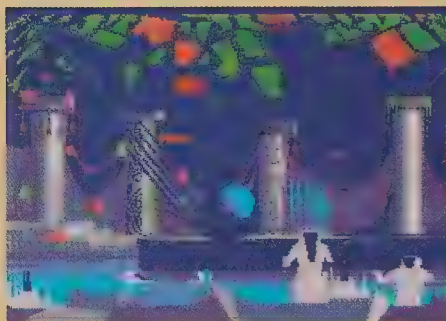
Jump over the small gap and clamber into the tank. Your alien buddy will start the engine and you'll trundle out into the gladiator pit. A small console will appear on the left of the



screen. Press the button your finger is on to activate the controls. The keys on the left activate the weaponry systems, while the red button launches missiles. Play about with the guns for a while if you



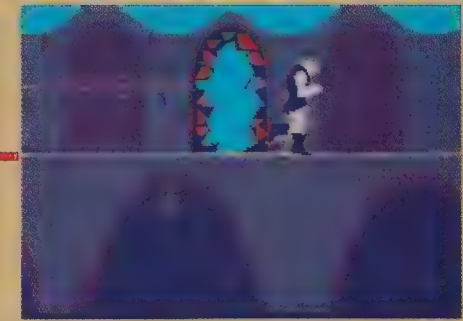
so wish. Next tap the top-left green button to eject out in a small escape pod. Both you and your alien buddy will fly off into the air, unaware of where you'll land



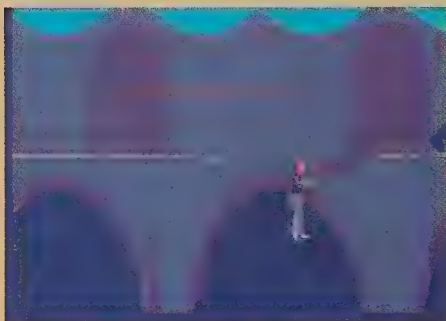
When the pod crash-lands in the alien harem, scramble out and run off the screen to the right as fast as possible. Pause for a second and you'll be blown to pieces.



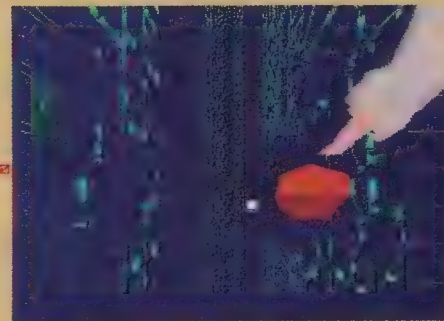
Next raise a shield and attempt to kill the four oncoming guards by destroying their shields, then quickly zapping them. Having defeated all four, run off to the right.



Your alien pal will break through the stained glass window. Don't worry, he won't hurt you. Follow him to the right, remembering to run



On the next scene a laser blast will fracture the ledge you're standing on and you will fall down. Don't worry, because you will be grabbed.



Unfortunately you are caught by a guard who will throw you to the ground before kicking you square in the face.



He'll follow you onto the next screen. Having been beaten around, you can now only crawl, so make your way over to the levers on the right

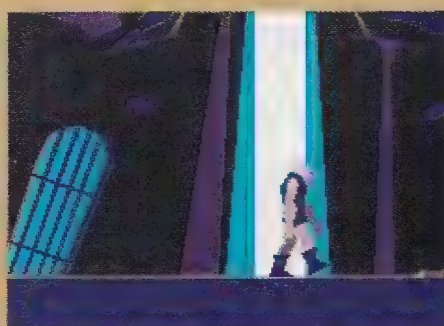
While you're doing this the guard will be attacked by your buddy, who will eventually be thrown off the ledge. When the guard walks under the black circle on the ceiling, yank the lever. A laser will blast him out of existence.

Then quickly pull on the switch again. This will activate a transporter beam.

Crawl to the left and into the beam.

You may be shot at but if you're quick enough, you shouldn't be killed. Having been warped to some distant land, crawl to the right. After collapsing on the ground, the friendly alien will appear. He'll walk over, pick you up and carry you to the nearby dragon.

You'll both climb on, the dragon will take off and the two of you will be transported off into the sunset. That's it, hope it was worth it!



Oh, no! Ya geek! You don't buy Amiga Action? Do it, NOW!



FIRST CHOICE FOR AMIGA GAMES:

Role playing down in the dungeons with our exclusive review of Electronic Arts' **BLACK CRYPT**, plus the chance to win free games for a year!

Go square-eyed with the TV exploits of **VIDEO KID** from Gremlin!

As a down and out pilot, experience Asia of the 1930s in Dynamix' **HEART OF CHINA!**

Save hostages and blast aliens in Ocean's intergalactic **SPACE GUN!**

As Dynamix' **WILLY BEAMISH**, enter the Nintari championships with the help of Horny the frog!

THE ULTIMATE IN MEGA COVERDISKS!

Furious sword-wielding action in the fabulous **ABANDONED PLACES** from Art Games!

Infiltrate and destroy enemy bases as Psygnosis' **ORK!**

If you've still got life in your joystick enter the **KNIGHTMARE** world of Mindscape, who will give a free copy to the first person to complete their demo.

PLUS all your regular favourites crammed between the covers packed with up-to-date news, features and reviews!

The best selling Amiga games magazine in the civilised world – it's official!

(ABC July to December: 58,404)

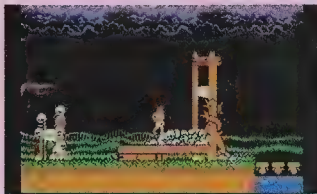
AMIGA ACTION

ALSO-RANS

GHOULS 'N' GHOSTS

KIXX £7.99
OUT NOW 16-BIT

In its day an excellent arcade conversion but now looking very dated. The graphics are



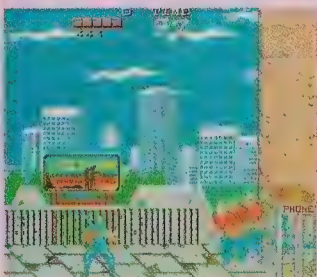
small but at least the gameplay is still there. Fans of the arcade version will find themselves disappointed.

X-RATING: XXX

SHADOW WARRIORS

HIT SQUAD £7.99
OUT SOON 16-BIT

Slow beat'em-up which is actually close to the arcade original. The graphics and



sound are both good but the gameplay is easy and very, very tedious indeed. For fans of beat'em-ups only.

X-RATING: XX

VOODOO NIGHTMARE

GBH £7.99
OUT NOW 16-BIT

Cute and fun arcade adventure that is both difficult and addictive to play although many people will be put off by the flick screen. Otherwise this comes as a well recommended purchase.

X-RATING: XXXX

BUDGET BO

SUPER OFF-ROAD RACER

TRONIX £7.99
OUT NOW 16-BIT



Based on the coin-op of the same name, this overhead driving game is immense fun



to play. Converted by Graftgold, the team behind Rainbow Islands, it effectively captures the feel of the coin-op perfectly, despite a bit of speed being lost in the translation.

The trucks that you drive are special four by four vehicles which bounce around the screen very realistically. Everything has been included here that is in the arcade version, even the three-player option. There are umpteen good tunes and sound effects for you to listen to while playing and it all adds up to make a top class game. If anything, it is the difficulty level which lets it down, having been set very high.

Oh, and one final thing; this comes across as being one of the best games to date to use the footpedal controller with, in that it makes the manoeuvres a lot less awkward.

X-RATING: XXXXX

TOYOTA RALLY

GBH £7.99
OUT NOW 16-BIT

This was the race game stuck between Lotus 1 and Team Suzuki when released and in terms of great playability falls in the middle of the two.

Cunningly using a mixture of vectors and sprites to show the road and side hazards this is most famous for such harsh weather conditions as rain and snow. Being able to use your windscreen wipers adds that certain touch of realism.



There is also a cracking co-driver informing you of the direction of the next corner! An excellent game, well worth £8 of anyone's money.

X-RATING: XXXX

COMBO RACER

GBH £7.99
OUT NOW 16-BIT

The sport of Sidecar racing is only taken up by those who are not easily scared. Whizzing round only inches off the ground and out in the open is not my idea of fun but now, thanks to GBH, I can participate in the sport in the safety of my own home.

Thankfully it stands out from the crowd by having both an easy-to-use circuit designer and a rather unique two-player mode. Yes, one player rides the bike while the other controls the passenger!

Displaying both excellent graphics and superb sound, I can wholeheartedly recommend



it to all racing game fans. At £7.99 you can't go far wrong.

X-RATING: XXXX

NANZA

RECOMMENDED

With so many titles being released at the moment, you're going to want to know what else is worth buying...

1. RAINBOW ISLANDS - HIT SQUAD £7.99
2. STUNT CAR RACER - KIXX £7.99
3. FIRST DIVISION MANAGER - CODEMASTERS £7.99
4. THE UNTOUCHABLES - HIT SQUAD £7.99
5. ULTIMATE GOLF - GBH GOLD £9.99

VENUS THE FLYTRAP

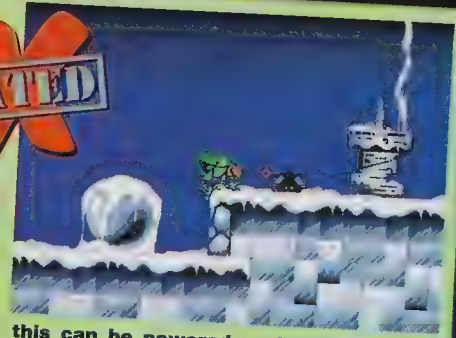
GBH £7.99
OUT NOW 16-BIT



The programmers of Switchblade 2, before they wrote the aforementioned, came up with this corker of a shoot'em-up.

You play the role of a mechanical fly who battles through many stages of platform action to rid the world of crazed cyborg insects.

You are armed with a fairly puny spud gun-style weapon to begin with but as you progress



this can be powered up to an awesome array of weaponry.

Now this would be pretty unoriginal stuff if it wasn't for an excellent section which involves you doing what a fly does best - standing on the ceiling!

Vast sections of some levels take place upside down with the up and down controls reversed, making things a bit more difficult.

If Venus was a little faster I'd expect to see it in an arcade, sadly it does get a little tedious but still stands out as a superb game.

X-RATING: XXXXX



JAMES POND

GBH £7.99
OUT NOW 16-BIT

Robocod is my favourite platform release ever on the Amiga and GBH has now brought out the original game to remind you that it still exists.



You play the title character, only a humble fish at this point in life, as you perform several missions under the ocean waves.

It must be said that Double Bubble 7 is a tough agent and can survive for a minimal time out in the open although he'll have to return to water after a while.



Both graphically and sonically this is excellent with loads of cute characters and an extremely up-beat and jolly set of tunes to accompany the action. Even the death march on the high score table is a merry little number!

If you missed this game when it was originally released now's your chance to get a copy at bargain price. However, don't be expecting something in the style of RoboCod, this is vastly different.



X-RATING: XXXXXX

MIDNIGHT RESISTANCE

HIT SQUAD £7.99
OUT NOW 16-BIT



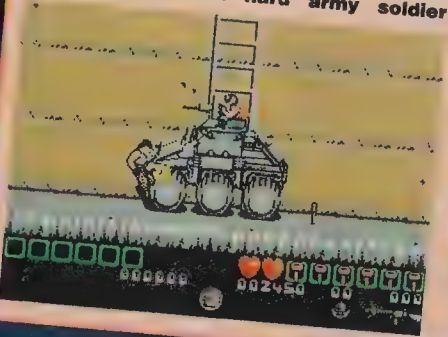
Converted from a fairly unknown coin-op this is a highly enjoyable shoot'em-up for two players.

Programmed by Special FX, the team who seem able to do no wrong, it has you controlling a rock hard army soldier

running along killing lots of people. Graphically this is excellent with well animated sprites and smooth scrolling. To top it all off the sound is pretty smart as well!

If you relish the idea of killing things then this is definitely for you and should be purchased immediately.

X-RATING: XXXXX



THE GAMES X BUMP

GAMES EXPRESS

Further selection on Megadrive, Master System, Gameboy available. We also stock best titles for Amiga, Atari ST and Sega Game Gear.

AM £1.50 for postage & packing per order. Others ask. Open: 9am-9pm Mon-Sun. Prices P.D.'s made payable to "Games Express"

1074 London Lane, Abingdon, Oxford, Middlesex, MA3 0RR

Tel: (081) 907-5854

MEGADRIVE	MASTER SYSTEM	GAMEBOY
EA Ice Hockey..... 24.99	Wizard Quest..... 31.99	Prince of Persia..... 22.99
Head Back..... 34.99	Secret Passage..... 16.99	Ant for Bed October..... 21.99
688 Attack Sub..... 34.99	Robo-Bomber..... 25.99	Beetjuice..... 22.99
RoboCop..... 37.99	21 Days..... 25.99	Megaman 2..... 23.99
Golden Axe II..... 37.99	Crash..... 25.99	Ninja Turtles II..... 23.99
Double Dragon II..... 36.99	Dragon Escape..... 21.99	Snapshots..... 22.99
John Maddens #2..... 36.99	Flamewort..... 23.99	Road Alone..... 21.99
Pitfighter..... 34.99	Heroes of Legend..... 31.99	Teleport..... 21.99
F22 Interceptor..... 37.99	Dragon Crystal..... 25.99	Final Fantasy Adv..... 29.99
Granada X..... 26.99	Pygmalion..... 21.99	Final Fantasy II..... 25.99
Spiderman..... 29.99	Shinobi..... 25.99	Final Fantasy..... 21.99
Immortal..... 39.99	Leaderboard..... 25.99	How Bros..... 22.99

CONSOLE CONCEPTS



All the latest releases for Famicom/S-NES. News and forthcoming releases plus a chance to win six games of your choice and a JB King joystick. Just answer 3 questions & send your answers on a postcard, to the address given at the end of the message.



Call
0898 662 554
(Updated regularly)



All the latest releases, forthcoming releases and news for the Megadrive and Game Gear plus a chance to win the fantastic PC Engine Duo CD-ROM system. Just answer 3 questions and send your answers on a postcard to address given at the end of the message.

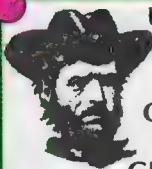
Call
0898 662 555
(Updated regularly)

Calls charged at 36p/min cheap rate and 48p/min at all other times. Please ask permission of person who pays bills before calling.

DIAL-A-TIP COMPUTER HELPLINES

Cheats galore
0891 445 927
Sega Cheatline
0891 445 933
For info on other cheat lines call
0891 445 904
Nintendo
0891 445 913
Messages changed weekly

Promoted by London World LTD
Calls charged at 36p/min (Cheap rate) and 48p/min at all other times.



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

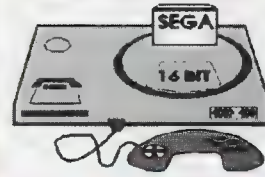
DEAD OR ALIVE

WIN BIG CASH PRIZES

0898

313582

WIN A SEGA MEGA DRIVE



0898

313581



Can You Kill The ALIENS For CASH PRIZES

0898

313580

If you are under 18 years of age please obtain permission of whoever pays the phone bill. INFODIAL, PO Box 36, LS1 4TN. Call charges 36p per min cheap, 48p per min all other times



the CARTRIDGE FAMILY

UNIT 8, CHELTENHAM MARKET HALL, CHELTENHAM
Tel: (0242) 250619 Mail Order: (0684) 290097

Stockists of



SEGA MASTER SYSTEM II & MEGADRIVE
GAME GEAR - GAME BOY - ATARI LYNX
NEW & USED GAMES / PART EXCHANGE
PART EXCHANGE YOUR OLD GAME

OPENING SHORTLY IN BRISTOL

DELTRONICS

DIAL-A-GAME



THE 1990s WAY TO BUY THE BEST COMPUTER SOFTWARE

SEND NO MONEY! NO CREDIT CARDS! POST NO LETTERS!
FREE NEXT DAY DELIVERY TO YOUR DOOR ON MOST ITEMS!!
SEGA, FAMICOM, AMIGA, ST, PC, NEO-GEO & HAND-HELDS
SEGA MASTER SYSTEM only £57 GAME GEAR only £36.99
SEGA MEGA DRIVE (UK) SYSTEM £124.99 (with Sonic Hedgehog)
SONIC HEDGEHOG (GAME GEAR) £24.50, JOHN MADDENS 1992 (MEGADRIVE) £37.99
ALIEN STORM, TOKI, MARVEL LAND or ATOMIC ROBOKID (MEGADRIVE) £33.99
HUNDREDS OF GAMES IN STOCK! PRICES FROM ONLY £3.99!!
YOU PAY C.O.D. (CASH-ON-DELIVERY) ONLY WHEN YOUR ORDER IS SAFELY RECEIVED

081 769-9568

PHONE NOW - NORMAL PHONE RATES

ER NOTICEBOARD

SEGA MEGADRIVE TOP 5

- 1..Winter Challenge34.99
- 2..Quackshot.....39.99
- 3..Mickey Mouse.....39.99
- 4..Wonderboy 3.....19.99
- 5..Golden Axe.....26.99

TOYMASTER

0202 392755

Unit 21, Sovereign Centre,
Christchurch Road,
Boscombe,
Bournemouth.
BH1 4SX

All prices inclusive of P&P
All goods sent same day.



NINTENDO TOP 10

- 1..Resue Rangers Chip...44.99
- 2..Super Mario 339.99
- 3..Double Dragon.....39.99
- 4..Kick Off.....35.99
- 5..Shadowgate.....49.99
- 6..WWF34.99
- 7..Star Wars.....49.99
- 8..Top Gun 2nd Mission..44.99
- 9..World Cup Soccer.....34.99
- 10..Super Off-Road.....29.99

Many more titles in
stock - please call.

GAME GEAR TOP 5

- 1..Donald Duck29.99
- 2..Halley Wars24.99
- 3..Joe Montana.....24.99
- 4..Sonic.....29.99
- 5..M/Weight Champ24.99



Dungeon of Death



Can you survive in
the Dark Labyrinth?
Defeat the demons,
ghouls and zombies.
Outwit the cunning
witches and achieve
riches beyond your
wildest dreams.

0898 771 918

G.I.C. MARKETING, P.O. BOX 1650, Calls cost 38p/min, 48p/min other times



REPAIRS & SPARES

...to all makes of
Computers and
Consoles.

If you've broken your
machine, don't just leave
it in the cupboard, you'd
be surprised at how
cheap it is to repair.
Give us a call now to discuss
your problem.

WE ALSO STOCK & SELL A
WIDE RANGE OF COMPUTERS
CALL NOW
SHAROW ELECTRONICS
0765 607887

Freepost LS2842, Ripon,
N. Yorks, HG4 1BR

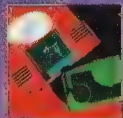


MEGACOM

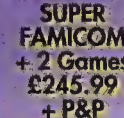
DISTRIBUTION LIMITED

13 Mansfield Road, Nottingham
NG1 3FB Fax: (0602) 475353
Tel: (0602) 475151/484988

Megadrive CD ROM in
stock NOW!!! £299.99



PC ENGINE
£124.99
+ P&P
with 1 game



SUPER
FAMICOM
+ 2 Games
£245.99
+ P&P

SEGA MEGADRIVE
PAL or SCART VERSIONS
Runs All MegaDrive
games Jap/UK/USA
FREE Wondershow or
White Base or Arrow Flash
or Top Gun Hawk or Dick
Tracy or Batman 4066
1 year guarantee.
£114.99 + P&P



TWIN BRICK £29.99



GAME
BOY
£64.99
+ P&P



NEO-GEO
£269.99 + P&P

SEGA MEGADRIVE
PAL or SCART VERSIONS
Runs All MegaDrive
games Jap/UK/USA
FREE Some the Prodigal
OR Shinobi

OR Any games up to £50
1 year guarantee
£124.99 + P&P
Super Nintendo +
1 game £199.99



GAME GEAR
£84.99 + P&P

WE TRY TO UNDERCUT ANY LEGITIMATE PRICE FOR ANY CONSOLE OR CARTRIDGE
WE STOCK ALL THE LATEST GAMES BEFORE ANYONE ELSE!
Trade enquiries welcome. All consoles are delivered next day. P&P for consoles:
£10.00 This covers insurance. P&P for games: £1.00 per game ordered.
Order Hotline: (0602) 475151. 10am-6pm. (0850) 336568 after 6pm.



MUSIC & VIDEO EXCHANGE

COMPUTERS WANTED

Absolutely ALL Hardware/Software/

Games/Consoles wanted for cash or exchange,
also vast selection on sale
NOTHING REFUSED!

Bring or send by post with SAE for cash to:
64 Notting Hill Gate, London, W11
Tel: (071) 221-1949

COMPUTER REPAIRS

☆ FREE ESTIMATES ☆

All makes & models repaired and serviced - including printers & monitors.
For further details call...

HAWKWELL ELECTRONICS

2 Wymans Cottages, Mount Bovers Lane, Hawkwell, Essex. SS5 4JB.

(0702) 207593 (24 hours)

48 hour turnaround subject to availability.

To advertise on these pages call
Steve Darragh on 0625 850874

DO YOU BELIEVE IN MAGIC... TAKE A LOOK!



FAMICOM

US Famicom Scart +

Super Mario IV	£209.95
Chess Master.....	42.95
Earth Defence Force.....	39.95
Final Fight.....	39.95
Ghouls n' Ghosts.....	42.95
Home Alone.....	42.95
John Maddens.....	44.95
Joe & Mac.....	39.95
Lagoon.....	44.95
Pilot Wings.....	39.95
Pit Fighter.....	call
Smash TV.....	42.95
Super Tennis.....	44.95
Super Off-Road.....	42.95
UN Squadron.....	39.95
Y's III.....	44.95

Call For New Arrivals

Famicom Converter for US to JPN carts. only £24.95

Famicom PAL, 2 pads and power supply	£224.95
Famicom SCART, 2 pads and power supply	£169.95
Adventure Island.....	44.95
3D Form Soccer.....	42.95
top Racer.....	42.95

SELECTED JAP CARTS FROM £20 EACH. CALL FOR LIST

MEGADRIVE

JPN MEGADRIVE.....£99.95
 JPN MEGADRIVE + ANY GAME OF YOUR CHOICE UPTO £30.....£124.95

Control Pad.....	12.95
Gizmo Joystick.....	29.95
Super Turbo Pad.....	16.95
Art Alive.....	27.95
Bare Knuckles.....	29.95
Buck Rogers.....	39.95
California Games.....	31.95
Chuck Rock.....	39.95
Devil Crash.....	32.95
Desert Strike.....	call
Double Dragon II.....	37.95
EA Hockey.....	34.95
F1 Circus.....	29.95
F1 Grand Prix.....	29.95
F22 Interceptor.....	36.95
Fighting Master.....	31.95
Golden Axe II.....	31.95
Immortal.....	39.95
John Maddens 92.....	35.95
Mercs.....	28.95
Quackshot.....	31.95
Robocod.....	29.95
Road Rash.....	29.95
Runark (growl).....	31.95



UK MEGADRIVE + SONIC.....£119.95
 JPN GAMES CONVERTOR.....£6.95

SD Valius.....	38.00
Sonic Hedgehog.....	28.95
Streets of Rage.....	34.95
Star Flight.....	34.00
Super Fantasy Zone.....	33.95
Task Force Harrier.....	33.95
To Crude Dude.....	34.95
ToeJam & Earl.....	35.99
War Song.....	39.95
Winter Challenge.....	34.95
World Cup 92.....	33.95

... SPECIAL DEALS ...

Arrow Flash.....	19.00
Crack Down.....	19.00
Darius II.....	19.00
Devil Hunter.....	19.00
Fire Mustang.....	19.00
Gairies.....	19.00
Granada X.....	19.00
Jewel Master.....	24.00
Magical Hat.....	24.00
Saint Sword.....	19.00
Spiderman.....	24.00
Veritex.....	19.00



SEGA GAMEGEAR

GAMEGEAR	£89.95
With Master Gear + game	£129.95
TV Tuner.....	69.95*
Master Gear.....	19.95*
Wide Gear.....	15.95*
Aleste.....	24.00
Donald Duck.....	24.00
Dragon Crystal.....	19.00*
Factory Panic.....	19.00*
Flogger.....	24.00
Galaga 91.....	24.00
Golden Axe.....	24.00
Griffon.....	24.00
Heavy Weight Champ.....	24.00
Halley's War.....	24.00*
Joe Montana.....	24.00*
Kick Off.....	24.00*
Ninja Gaiden.....	24.00*
Outrun.....	24.00*
Put'n Putter.....	19.00*
Space Harrier.....	19.00*
Solitaire Poker.....	24.00*
Sonic Hedgehog.....	28.00*
Shinobi.....	24.00*
Super Monaco GP.....	24.00*
Wall of Berlin.....	24.00
Woody Pop.....	19.00*

* = UK Cart. available



MEGA-CD PAL/SCART

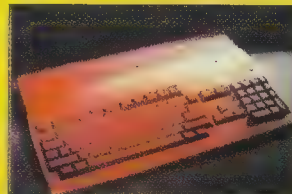
Mega CD to run on your homeTV
£329.95

with Heavy Nova.....	359.95
or Sol Feace.....	369.95
or both.....	399.95

Forthcoming titles:-
 Dark Wizard, Death Bringer, Electric Ninja, Arleste, Lunar, Planet Woodstock, Rise of the Dragon

COMMODORE

Amiga Cartoon Classics
 1Mb Ram, 3 games, art package, dust cover, mouse mat, disks & box
£349.95



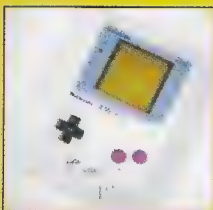
Postage costs: £1.50 per order, plus £5.50 on consoles.
 Payments accepted for 24hr despatch. Postal Order, Visa, Access, Mastercard. Cheque orders are subject to clearance. To speed clearance write address and card details on back and add £1



External disk drive and utility disk to use normal Amiga software.
£54.95

Keyboard.....	49.95
Advanced Military Systems.....	27.45
Animated Colouring Book.....	18.95
Fruits, vegs and herbs.....	27.45
Garden Plants.....	27.45
A Bun for Barney (age 3-6).....	32.95
Cinderella (6 over).....	37.95
Battle Chess.....	41.95
Classic Board Games.....	32.95
Defender of the Crown.....	27.95
Hound of the Baskervilles.....	27.45
Psycho Killer.....	27.45

Please call for a full list of available titles and forthcoming releases.



GAMEBOY

Gameboy no game	£54.95
Gameboy 1 game our choice	£69.95
FREE holder	£69.95
Gameboy 1 game YOUR choice	£74.95
Addams Family.....	19.00
Adventure Island.....	24.00
Amazing Tator.....	19.00
Asteroids.....	19.00
Attack of Killer Tomatoes.....	19.00
Beetlejuice.....	19.50
Battle Toads.....	19.00

Bill Elliot NasCar.....	19.00
Days of Thunder.....	19.50
Double Dragon 5-5.....	19.50
Elevator Action.....	19.00
Fortified Zone.....	19.00
Gremlins II.....	19.00
Marble Madness.....	19.00
Mega Man 2.....	24.00
Ninja Gaiden.....	24.00
Navy Seals.....	19.00
Punisher.....	24.00
Prince of Persia.....	24.00
Robocop II.....	19.00
Snow Bros.....	19.50
Turrican.....	19.00
Turtles II.....	24.00
Light Boy (player).....	15.95
Magnifier.....	8.99

Call for all other extras

CDTV

CDTV is a revolutionary new concept in home entertainment and education. The multimedia CDTV player combines a professional CD audio system, advanced Amiga technology and infra-red remote control to offer a huge range of interactive applications, from games, music, gardening and personal health to challenging educational disks for any level, in addition to high quality audio CD reproduction, CDTV is easy to use (it simply connects to your television) and gives you total control over what you see and hear, offering you the chance to learn new skills and discover hidden talents.

£469.95

Customers are required to state Japanese or UK carts when ordering, and that games are compatible with their machines.

Call for all part exchange and used cartridges on consoles.
 Many more items for other consoles and computers in stock please phone for more details, come and try the latest titles.

KC's Computers & Console Magic
 3 High Street, Loughborough, Leics. Fax: (0509) 217492. Open 9:30am to 6:30pm Everyday except Sunday
TEL: 0509 211799

FOOTBALL CRAZY

There I was, perfectly happy in the knowledge that the people at Games-X were not only fair-minded but also sane and oblivious to perverse tendencies.

Then, shock horror, I spot a picture of the repulsive Brian Sharp in your glossy mag... not only is he terrifically ugly but a Manchester United Supporter to boot!

This simply will not do. Everyone knows (well all the Leeds fans do) that Manchester United and their fans are complete wasters, despite somehow spawning their way to the top of the division.

Please advise the sad being in question not to turn up at the Team 17 offices in that sort of regalia, otherwise we cannot guarantee his health and general welfare.

PS Did you notice all the anti-Man Utd cheats in Alien Breed?

Martyn 'Leeds Fan' Brown, Team 17 Software, Wakefield.

Dr X: Hey, chill out man. I don't understand this inane football waffle. Haven't you got anything better to do on Saturday afternoons than chant like zombies and watch grown men kick a ball around a field?



Here we see another resident Games-X ugly mug, Nick. Ugliness is, of course, relative, but witness his face squashed against his car window against a blue and white kit of Sheffield Wednesday

As for our Brian - he might be terrifically ugly and a Manchester United fan, but his heart's in the right place. Threats to the writers' welfare aren't welcome, it's bad karma, trained as they are to deal with all types of demands, psychological and physical, especially from software houses.

SYCOPHANTS ANONYMOUS

I hope you are well and keeping yourself warm on these cold nights. (100 per cent slime, keep it going - X.) Why not rename the magazine Dr X as you are the life, soul and brains of the magazine? (True, so true - X.) Why not start a fan club?

I was shocked that you did not win an OBE at the new year, you truly deserved one.



Next time you're out in the garden, don't kill that slug. Raise two fingers and say, 'peace!' You'll immediately feel the goodness of the world flood into your soul and you'll feel like, well, mellow



DrX

Ahh, now I'm at one with my soul, things are looking good. Like, man, yeah. I love you, I love you all. Isn't the world a beautiful place? Excuse me while I go looking for some daisies to make a chain. While I'm out love children, why not write me a letter. It's cool, man. Just let those vibes flow to me at: Dr X, Moonchild, Games-X, Europa Commune, Adlington Love Park, Macclesfield SK10 4NP. Let's squat out those problems man...

Please accept me as your servant for ever and send me some software for my Amiga.

PS Do you need your shoes cleaned and have you any tips on style and charisma?

Dermo MacGabhann, Greystones, Co Wicklow.

Dr X: My tips on life, style and charisma will be published soon in hardback under the title 'Dr X Under The Lotus Flower.' Anyway, my trusty servant, as much as I love your grovelling you've gone too far and asked for software. Serve me for free or not at all.

Slugs like you deserve a scoop of salt to get rid of them once and for all, so if I send you anything it'll be a packet of Saxa. Scoot!

LEANDERING THROUGH

I was wondering if you could help me on Leander. I can get to level 1.4 and can get the silver bow. Now the problems start. When I get the silver bow I go up to the highest point possible and I still can't get out of the cave. Please print this, I'm at my wits' end.

Matthew Cox, Nottingham.

Dr X: Well, you seem stuck where you shouldn't be. Freaky, uh? Now that you've collected the correct item simply return to where you started. Easy!

BARDERING ON THE EDGE

I'm stuck in Bard's Tale. The mouth asks me all sorts of questions which I can answer in Kylearns Castle, but when he asks me to name the 'one of cold, foretold, twofold' I'm well and truly stuck. I know I can meet Mangar if I can answer this. I'm well and truly stumped. Help!

Matthew Clayton, Ilford.

Dr X: Well, the golden oldies are popping out today, but hey, that's cool. I'll probably get a query in for the hobbit next week. If you're looking for something with a cold heart the answer is simply 'STONE GOLEM.' Easy when you know how.

THE MYSTERIES OF TIME

I'm stuck in the final part of the Lords of Time, part one of the Time and Magik trilogy. I've got to the cauldron at the end but I keep on getting killed as I try to put my items in it.

Please help me, this would be my first completed adventure. Also, the hypocaut keeps killing me so I always avoid it. Is there any way around it?

Madelene Tatham, Stroud.

Dr X: Well Madders, you have got a rusty old game there haven't you? What on earth gives you the idea that this is going to be your first completed adventure?



Here we see the GX resident hippy, Sharon, pondering the mysteries of time, life and the world as we know it with a satsuma. Are we mere pips in the entity that is a satsuma? Is time really the zest of a citrus fruit?

The cauldron only takes two items at a time, so you have to move on, then return, throw two items, walk away, then return again and repeat until all your items are mixed in the cauldron proper. As for the hypocaut, try filling the horn with water for a refreshing drink in the sweltering heat.

LEISURELY CRUISE

I have recently purchased Leisure Suit Larry 2 on the Amiga. My friend has told me how to get onto the boat but my problem is how to get off it. I am sure that you have to use the lifeboat but how do I lower the boat to the water level?

Is there a Larry 4 or does it go straight from Larry 3 to Larry 5? I have managed to finish Larry 3.

James Macdonald, Winchester.

Dr X: You're on the right track but you're showing little or no foresight. Open your mind. To lower the lifeboat you have to push the lever in the captain's room and then get into the boat to escape. As for Larry 4, you're pretty astute. No, there isn't one. Weird, man, but don't let it worry you.

This week it's the turn of the drizzly North West to undergo several hours of charm, wit and stimulating conversation with our roving reporter. Cue Computers 'n' Consoles, in Walkden, not far from Manchester.

This week in Walkden

STREET TALK

Gary Chalcross (19)

At the moment I'm playing Microprose Grand Prix on my Amiga, it's brilliant. I like things I can play again and again. I've seen a lot of naff games 'cause I've got a load of 'em!

Everyone raved over Populous 2 but I thought it was boring and although Robocop III was good at first it soon lost its appeal. I've had a few machines, the only one I'd like right now is the PC but it's just too dear for me. I saw the new Nightmare On Elm Street video which was alright I guess.



Wayne Stalsbury (26)

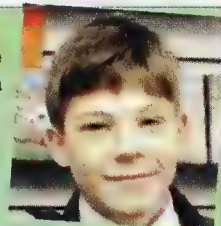
I'm pleased with my ST at the moment but I've not bought anything recently because I'm trying to save up for a Lynx. It's good and it's portable. I'm not getting rid of my ST though because the games are good. I like role-playing and having a dabble in programming. I've seen Double Impact, the Van Dam film, it's a good movie.



Jamie Moore (13)

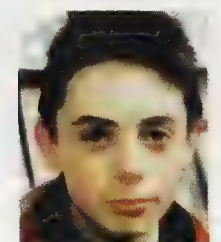
Although the Nintendo NES I've got is OK I'm getting a Mega Drive soon because I think they're better. I like the Amiga as well by the way. The best game I've seen is Sonic the Hedgehog, more so since the speed and graphics are brilliant.

I play football for the school and Barr Hills, a Sunday league team. United is definitely the best footie team.



Craig Chester (14)

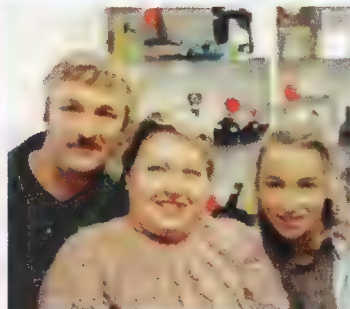
Pitfighter is great as is Quack Shot. I've got a Mega Drive and I really like it, I like the Amiga as well. I wouldn't go near a Spectrum now - horrible. I really appreciate messing about with home computers and I've been doing Tai Kwondo (?). I'm at youth stage four now.



Gary Booth (28)

WWF and Nightmare in particular are the most recent top-notch games I've played on my Atari ST which I'm well pleased with. Mind you, there's quite a lot of naff releases around so you've got to be careful about what you choose.

I've been thinking about getting a Super Famicom, the Final Blow game on that is brilliant. I go fishing fairly often although the weather has been too cold recently.



Mathias Family

Mickey Mouse is great on our Master System II and we also enjoy playing Pro Golf. A Mega Drive would be nice to have next. Super Hang On is a really naff game, by far the worst we've got. We've got four Shitzu dogs, little show dogs, which we breed.

Chris Kavanagh (14)

WWF Wrestlingmania on the Amstrad is dead good. I've also got a Spectrum but would ultimately like a Mega Drive. I enjoy wrestling, WWF American-style. My favourite used to be Sid Justice but now it's Hulk Hogan - it's a good laugh.



Chris Bates (17)

The best game so far on my Amiga 500 has to be Alien Breed. I've just bought Grand Prix so I'll be giving that a go. Corporation is a really boring game, I'm not pleased with that at all.

I play snooker quite often at the local club. The last film I saw was Freddie's Nightmare in 3D which was pretty good.



Dave Fiwka (11)

I've got a Mega Drive, a Master System and a Lynx; the latter has to be the best, definitely. Bill and Ted are my favourite characters and the worst game I've got is Cyberball - a load of rubbish.

I like football, I play it and support Manchester United. I saw Bill and Ted's Bogus Journey at the cinema a while back, that's really good.



SHOP TALK

John Fiwka - Owner and Mike Pugh - Manager

This shop has been here for over four months and so far things are going very well. Consoles are just taking over now, the Mega Drive in particular.

World Cup '92 has done a bundle this week but Microprose Grand Prix still remains the top selling game. We do

well with all simulations and have a lot of older games like Hockey and Road Rash.

We try to discount everything by comparing ourselves with town centre shops and then attempting to undercut them. Our reputation is spreading as a result.

Actually, we sell lots of the budget eight-bit games such as Dizzy at weekends. Anything with a car, a ninja or a footballer on the package usually sells out.



The ones that sold the most

1. Microprose Grand Prix
2.Road Rash
3.Sonic the Hedgehog
4.Dizzy Collection
5.World Cup '92
6.Birds of Prey
7.John Madden '92
8.Quackshot
9.PGA Golf
10.Populous 2

CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

AMSTRAD

• CPC464 with monitor, light gun, well over 100 games (top titles) plus other hardware. Very good condition, worth over £600, bargain at only £100. Tel: (0708) 748098 ask for Ben.

• CPC464 Colour monitor, £300 of software inc. X-Out, Rainbow Islands and Chase HQ. Joystick. Plus GX4000, 3 games, joypads. (GX4000 boxed) All manuals for both machines. £400 the lot. (0732) 352707.

• Amstrad CPC464, mono monitor, one joystick, over 100 games including Fun School 3, Italy 1990, Manchester United. Must sell, worth £500, will sell for £150. Tel: (061) 748-4142.

ATARI

• Atari ST with games including Man Utd, Europe, Xenon 2, Midwinter and Turrican 2, 2 joysticks, Contriver mouse, mat and holder. Disk box, disk cleaner. Worth £350, sell for £230. Call Tezz (051) 236-3471 between 8 & 9pm.

• Atari STFM, 1 meg RAM, 115 games (originals) inc. Jimmy White, Flames Freedom, millions of mags, P.D. disks and cover disks, Panasonic Printer, sampler, Basic. £450 will split. Phone (0284) 704801.

• Atari 520 STFM for sale with keyboard, built-in disk drive and second drive. 50+ games, mouse, two joysticks and disk box. £300 ono. Phone (081) 399-4364 evenings.

• Atari 2600, excellent condition, 2.5 months old, 4 games including Pole Position and Pacman. All leads plus adaptor 3 joysticks including Quickshot 2+. Only £57 ono. Tel: (021) 328-0518 after 6:30pm Mon-Fri only. Ask for Aslam.

• Lynx: Road Blasters cart for sale or will swap for another cart. Anything considered except California Games. Phone Jon between 10am and 4pm on (0472) 359241 ext. 222.

COMMODORE

• C64 for sale. Perfect condition, 10 months old. Plus £137 software: Turtles, Rambo, Chase HQ etc. Full manuals and boxes in excellent condition. Sell complete package for £130. (081) 653-0960.

• C64 for sale. 120 games, joystick, disk drive 1541, mags, etc. £150 ono. Will swap for Nintendo worth £100 and cash. Phone (0364) 72096 after 5pm.

• Commodore C64, 116 games, mostly new, cartridge games, tape loader, joystick, tons of computer mags, games eg. RBI2, Creatures, etc. Over £600 worth for only £250. (0266) 48328 after 4pm.

• Amiga games for sale such as Bart Simpson, Hard Drivin'. Seven games in all, all for £40. Also Amiga Education pack including Super Base and lots more, £150. Tel: (081) 806-5812 Sundays.

• Urgent sale, C64, very good condition. 78 games, mouse, art pack, 2 joysticks, only £220. Worth £550. Great bargain. Call Matt after 5pm on (0582) 605976.

• For sale, C64 comes with two joysticks, cassette and 33 games. All boxed, worth over £200, sell for only £150. Tel: Jim on (0256) 76478 after 6pm.

• Amiga 500, many games, joystick, mouse, blank disks, colour Brother printer prints letter. 1 month old. Very good condition. Worth over £600, sell for £460 ono. Tel: (051) 709-6925 Raj.

• Amiga 1.5 Ram upgrade. Gives your Amiga 2Mb. £60. Plus free Lemmings demo. Sega Game Gear plus Shinobi cart plus Master System converter £100. Tel: (0742) 438542 Julian Smith.

MISC.

• T.V. Adaptor for Amiga 500. Only £10 ono. Also Lynx games, Ninja Gaiden £18, Gates of Zendecon £10. Phone Asad after 4pm on working days, anytime weekends. Hurry (0753) 860224.

• P.C. Everex EGA graphics card, in original box and packaging with manual and in perfect condition. Only £30. Tel: (061) 335-9678 and ask for Adam.

• Games Workshop fans: Loads of lead figures for sale + 3 paint sets + Space Crusade + 50 Epic figures, all boxed, £30 the lot. Phone Matt on (0773) 833945.

• Computer Music on CD and tape. Street Fighter II, most Sega games, Yujo Koshiro music includes Super Shinobi, Bare Knuckle and The Scheme. Nicky Lee (08444) 2859 after 5pm only.

NEO-GEO

• Neo-Geo, SCART with Super Spy, Ninja Combat, Riding Heroes, 2 joysticks, RAM card, still under 9 month guarantee, all boxed, excellent condition, £500 ono. Tom. (081) 690-7888.

NINTENDO

• Nintendo NES for sale with two joypads, two tip books and six games, only £180. I will also sell games separately. Tel: (0865) 881863 for details.

• Nintendo Gameboy, with seven quality boxed games, sell for £130 or swap for Game Gear with games. Games include Contra, Tetris, Golf, Tour de Thrash and World Cup. Call (081) 421-4323

• Gameboy, four games including Tetris £100 ono. Also C64, tape, 20 games £75 ono. And C64 disk games. Phone for list from £3 (0548) 560087. After 5pm, ask for Scott.

• UK Gameboy, leads, headphones, Tetris, Marioland, Ninja Boy, R-Type, £110. UK Megadrive, plus 5 top games including John Maddens, Moonwalker, etc. Plus all leads. £220. Phone (05242) 72354.

• For sale, N.E.S. with four games: Turtles, Blades of Steel, Robocop and Duck Tales. £125. Contact (0766) 831286 or swap for Megadrive.

• 2 Gameboys, amplifier, Gamelight, magnifier, carry case, 18 games. All leads, everything excellent condition. All boxed. Valued at over £500, will swap for Amiga. Tel: (061) 338-2508. Chris.

• N.E.S. games, Zelda 1 and 1 for £45. Gradius, Froam and Rad Racer for £50. Metroid, Castlevania, Kid Icarus and Goonies II for £60. Or everything for £130. Call (081) 555-3755. Gameboy hard case-£5

• Super Famicom games for sale. Super R-Type, Goeman the Warrior £25 each or £48 both. Write to: Simon Law, 88 High Street, Crediton, Devon. EX17 3LB.

PC ENGINE

• P.C.Engine games for sale. P.C. Kid 2, Ninja Spirit, Final Soldier, Gunhed. £20 each or £70 the lot. Please write to: Simon Law, 88 High Street, Crediton, Devon. EX17 3LB.

SEGA

• Lord of the Sword, Mickey Mouse and Golden Axe for Master System. £20 each. Call Graeme after 4pm Mon-Fri on (0509) 412919.

• Master System games for sale £13 each. All boxed with instructions. Handle controller £20. Quickshot Turbo III joystick £5. Tel: (0492) 530237 after 6pm.

• Sega Master System, 2 joypads, Light Phaser, Rapid Fire. 2 built-in games, 4 other games, Golden Axe, ESWAT, Zillion-2, Shooting Gallery. For £150 ono. Phone Chris (0602) 730775 after 4:15pm (cannot deliver)

• Look! Jap Sega Megadrive for sale, one month old. 3 games including Sonic, Streets of Rage. Sell for £165. Tel: (0767) 601505 or swap for Neo-Geo, no games (Scart)

• Megadrive Sonic the Hedgehog (UK), perfect condition, as new, £27. Wanted NES in v.good condition and games £50 (Batman and Super Mario 2)ono. (081) 691-7456, 7-9pm only. Ask for Kimwen.

• Sega Master System plus two control pads, light phazer, two built-in games and three additional games. Can be sold separately. Still boxed, mint condition. £75 ono. Tel: (0753) 886968.

• Sega Megadrive games: John Maddens £25, Wrestle Wars £23, Atari Lynx Xenophobe £16, Game Gear Mickey mouse £15, Super Monaco £12. Tel: (081) 909-1755, Harrow, Middx (ask for Paul)

• Sega Master System, with 5 games and 2 joypads, and 1 joystick. 9 months old. Very good condition £100 ono. (081) 203-3520.

• Game Gear, 2 months old, perfect condition, with Mickey Mouse and Super Monaco G.P. £100 ono. Ring (0342) 715572 evenings. Ask for Simon.

• For sale: Sega Megadrive, plays all games. includes 3 games: Sonic, Gynoug, Magical Hat. Brill condition, 3 months old. All for £190 ono. Tel: (0767) 601505 or swap for Neo-Geo.

• Sega Megadrive Jap and 1 joypad, £110. Brand new. Please phone David on (0924) 402244 West Yorks. Also Amiga Business software for sale, Pen Pal, Kindwords etc. Any good offer.

SINCLAIR

• ZX Spectrum 48k with tape recorder, joystick, power pack, all leads + 25 games. £60 ono (0344) 884087 (Ascot) Phone on evenings and weekends.

• Spectrum +3 computer plus cassette recorder, all leads and manual. Over £200 worth of games incl. Robocop, Batman on disk/tape £120. Tel: Martin after 4:30pm on (0204) 887539.

• Spectrum 128k +2 for sale. 2 joysticks, many games inc. Turrican, Chase HQ, Altered Beast, Robocop 2. All leads, Light Gun. Phone Tony on (061) 499-2521, good offers.

• Spectrum +2, light gun + 3 James Bond games and 15 other games including Batman, Powerdrift, Robocop etc. 4-5 months old, fully boxed and in mint condition. £120 ono. (081) 455-2430 after 5pm weekdays.

• Spectrum +2, 2 joysticks, 10 games, good condition. Phone (03552) 30010 after 4pm. Ask for Graeme. Sell for £65 ono.

• ZX Spectrum 128k, +2 for sale. 100-150 games, 1 joystick, manual. Phone (0384) 274805. Ask for Stefan after 5pm. £80 ono.

• Spectrum +2, 128k, games, 1 Light Phaser, 1 joystick, 6 games for Light Phaser, worth £200, sell for £80 or swap for Gameboy. Contact Matt on (0872) 41776 (after 5pm on weekdays).

• Spectrum games for sale. Including F16 Combat Pilot, Pipemania, Arcadia Collection and loads of others. Mags and demos as well. £30 the lot. Will split. Tel: (0532) 533368.

TEXAS

• Texas TI99/4a Home Computer for sale. 32 cartridges, 10 cassettes, one joystick, disk drive and cassette drive, manuals, mags. Swap for any other computer with games. Phone Elliot (0938) 84443.

WANTED/SWAPS

• Wanted, Gameboy or Lynx. Will pay £30-£40 each. Phone (0462) 436291.

• Wanted, Atari Lynx or Game Gear. Also VCS2600 cartridge wanted. Cash waiting for all the above. Tel: (0630) 658329 after 5pm.

• Wanted, Gameboy games, eg. WWF, Double Dragon II, Robocop II, Gremlins II, Batman, Super Marioland. Will consider if under £17 and fully boxed. Phone Nick before 9.00pm (0582) 666354.

• Wanted, Master System. Must have at least 1 game, 1 controller and be in good condition. I'm willing to pay £40. Call John on (0924) 367351 between 8-10pm weekdays.

• Will swap Atari Lynx plus PSU plus 0Game and cash for Megadrive plus games. If interested, phone Bracknell (0344) 52057 after 3:30pm weekdays or anytime weekends.

• I will swap my Gameboy for two of your Megadrive games. Contact Stewart on (0379) 741566 after 6pm.

• Wanted, Sega Game Gear games. Will pay £10 a title. Tel: (031) 552-0525 and ask for Jamie. Seller sends.

Name

Address

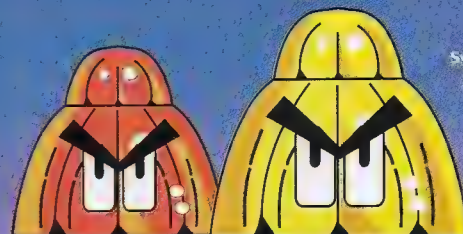
Post code

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.





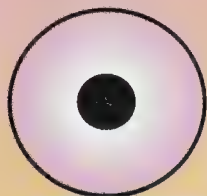
ZOO



Sweetie World may look fun but Zool certainly has his work cut out dealing with all the meanies that want to zap him. Meanwhile, don't you just love these cuddly jellies that our art editor, Jane, has drawn?



Sneaky Peek



Gremlin Graphics is largely remembered for its driving games but now comes Zool, described by the team as a 'most unusual game' that will soon be intriguing game players everywhere.

Zool is a massive arcade adventure with stunning and very addictive gameplay. The workforce behind the little fellow's creation consists of George Allen and Ade Carless.

George's previous games have included Gremlin titles such as the manic shoot'em-up, Venus the Flytrap, and the more recent blockbuster, Switchblade II.

Ade on the other hand was responsible for creating the graphics for the likes of Golden Axe and Space Crusade.

And what's more, Ade secretly harbours a desire to draw graphics on an etch-a-

sketch while working as a butcher - weird!

Zool is a ninja of the Nth dimension, a deadly fighting force armed with lightning reactions and incredible skill.

DECEIVING APPEARANCES

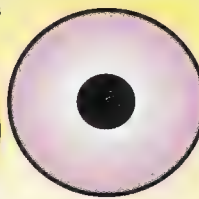
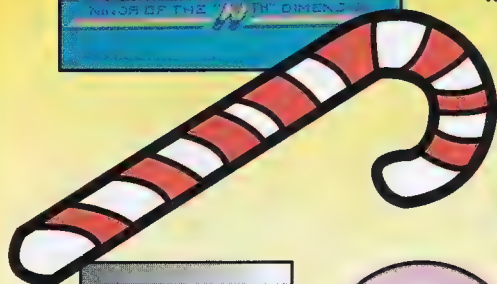
The main sprite looks rather like an ant. However, don't be fooled by his cute looks for this fellow is armed to the back teeth with an impressive array of weapons.

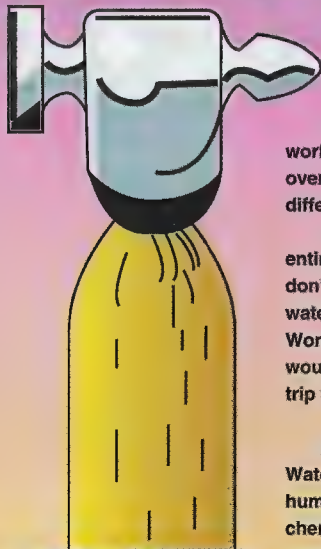
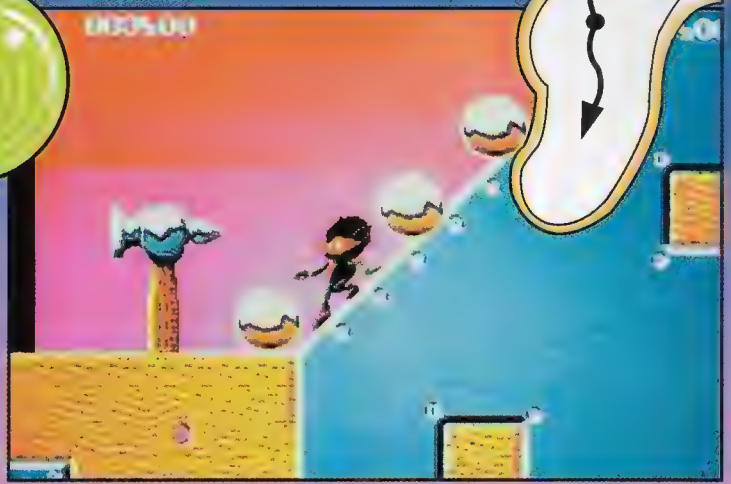
Although he may look the picture of innocence he's certainly not a character to be messed with.

Taking up over 80 frames of animation, this ninja certainly appears in tip-top condition, and just oozes

good health; he's lean, agile and amazingly fit.

All this graphic data means that he can perform a multitude of different actions such as running and jumping, punching, kicking,





devastating smart bombs can certainly come in handy in times of need!

Zool lives in a very strange and sometimes inhospitable world. The entire game will be laid out over 18 manic levels covering six different types of world.

The Sweet World is made up entirely of yummy goodies. However, don't be fooled by such mouth-watering graphics because Sweet World's crammed full of nasties that would do far more than send you on a trip to the dentist.

SWEETS ARE BAD FOR YOU

Watch out for aliens in the form of humbugs, liquorice pokers, exploding cherries and jelly blobs, not to mention the lethal chocolate spikes!

Tool World, on the other hand, is jam-packed with far more recognisable meanies: chain-saws, drills, crocodile clips, ball bearings, bolters, oil jets, oil drips, saws and brazing torches all lie in wait to stop him in his tracks.

Meanwhile, Music World will definitely keep Zool on his toes. Do you remember the movie Big, in which Tom Hanks played chopsticks on a giant piano? Well, as Zool you'll be able to do the same.

Watch out for less friendly musical instruments though. Trumpets, cymbals, drum sticks, cellos and even record decks are out to get you!

George and Ade work in-house at Gremlin's HQ and are open to ideas from all comers. If anyone comes up with a good suggestion, then they implement it into the game.

Gremlin has, by and large, left the able pair to get on with the project as best they see fit.

Zool has been largely written using the philosophy that if you leave programmers



Zool is a very agile fellow. He can leap, jump and run with amazing speed. He can even cling to the sides of buildings in a death defying display of anti-gravity skills!

on their own, they come up with a unique and very unusual game.

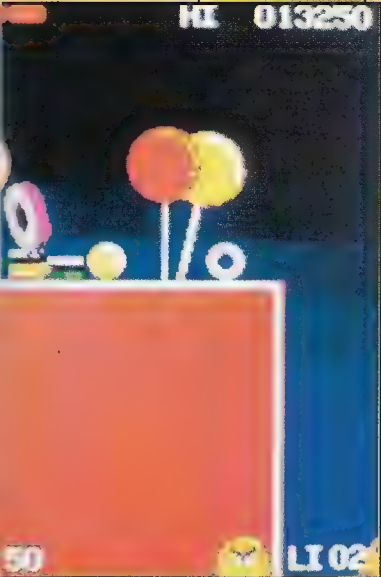
The game is the result of George and Ade being left to their own devices and we're sure you'll agree that the end result is truly stunning!

Zool could be likened to Sonic and Mario on the consoles, especially since it manages to keep both that console feel as well as maintain an addictive level of gameplay.

No release date has been fixed as yet but in the meantime Amiga owners should prepare themselves for one of the wackiest platform games yet. Zool is on his way!



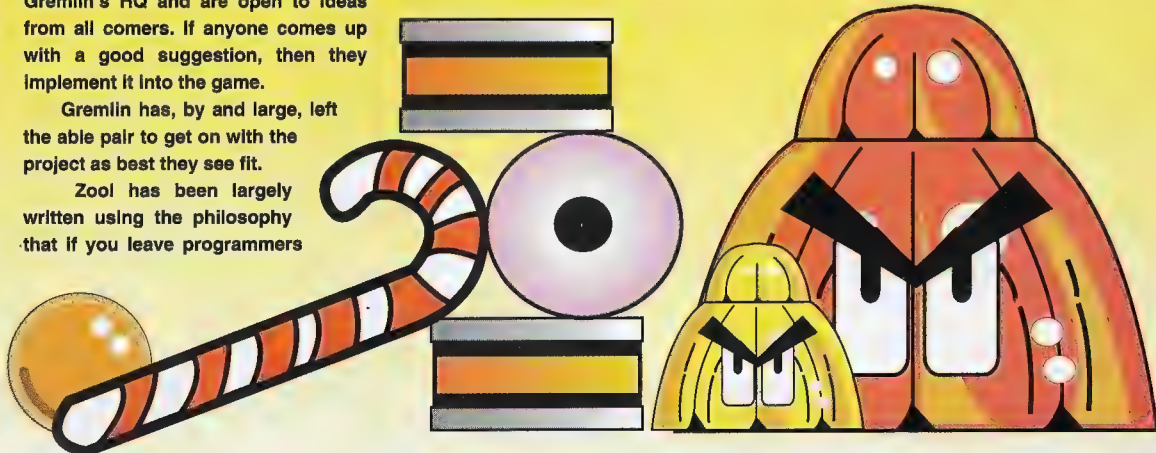
Should Zool find one, he can bounce around the screen on a space hopper, killing all the meanies that are silly enough to get in the way!

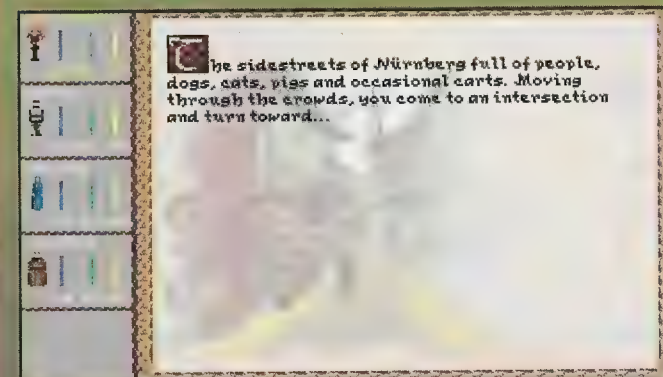
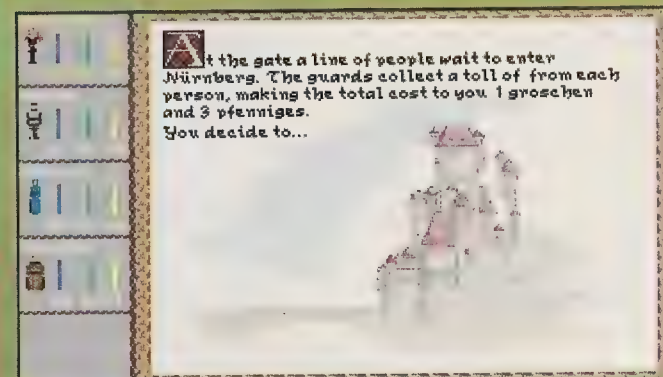
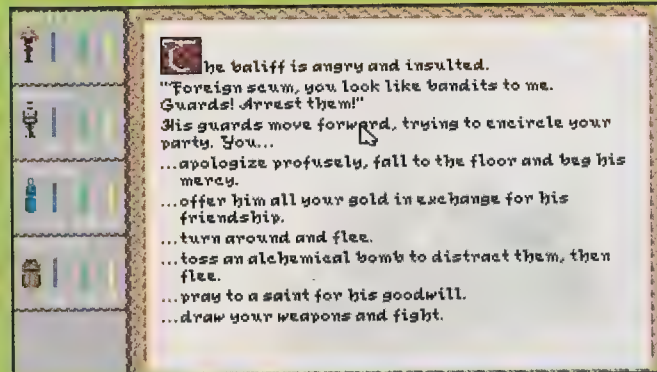


shooting and spinning. In addition, he is able to cling to walls, monkey climb, and slide down slopes.

And as if that wasn't enough, the little nipper can also call upon his ninja magic to get him out of close scrapes.

Amazing high jumps and





Sinister, dark scenes create intrigue and mystery in Darklands

DARK

The opposite of realism, I guess, is fantasy, and now Microprose is applying as much game design logic, detail and technical research into fantasy role-playing as it did when emulating the most sophisticated fighter jets, submarines or helicopters.

Darklands is its first role-playing game, although there is a common thread that has run through all Microprose games, from Gunship to Railroad Tycoon.

That thread is the first-hand involvement and an all-encompassing atmosphere of realism, whether in a fighter jet cockpit or at the helm of a nuclear sub.

DEEP AND MYSTERIOUS

Now this effect has been applied to RPG in Microprose's first ever fantasy role-playing game, Darklands.

Medieval Germany may not seem like the most fantastic of places and eras, but Darkland designer Arnold Hendrick's research has revealed a mysterious, sinister place and time.

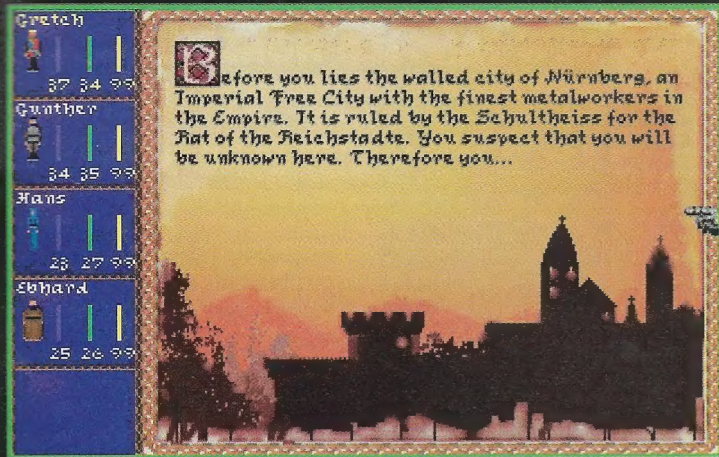
There violence and corruption were a part of every walk of life from the church, politics and military to civilian life.

Confusion in religion led to three corrupt usurping Popes simultaneously ruling the church, and noblemen who were more like gangsters than gentlemen.

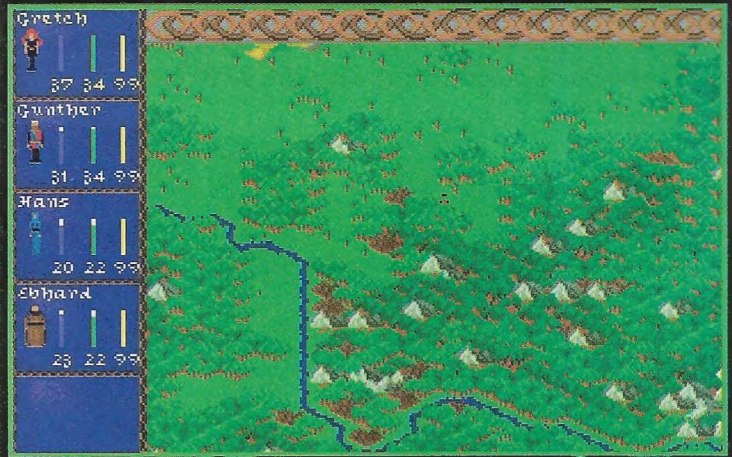
Darklands recreates this strange and evil period, delving into the conflict between devil worshippers, witches and those who prayed to saints for miracles and believed the real fantasy of alchemy.

The game combines realism with correct historical and geographical references and detail, along with etherial magic and fantasy, allowing you to freely explore the real and fantastic together.

Exploring a vast, geographically



To the left of the screen, you will find status and strength gauges that even a fringe adventurer could come to grips with



Essential territorial maps allow you to plot the path for your adventurers. Medieval satellite information?

LANDS

Sneaky Peek

For a decade, Microprose has been the leading designer of realistic simulations. But when you've achieved the 'ultimate in realism', there's an alternative and limitless world waiting to be explored - fantasy!

correct map of medieval Germany, there are four adventurers created from the likes of nobles, swordsmen, mercenaries, thieves, alchemists and clergy, to name but just a few.

In fact, countless character types can be formed from 26 attributes and skills and these adventurers are able to evolve and change during the story.

Effective and successful character forming is just one of the many skills and abilities required of you just to survive in Darklands.

But whatever party you create, the aim of the quest is fame, fortune and immortality. The challenges are many and varied and you will not tread the same path twice.

In the true spirit of role-play adventuring, the possible events and outcomes are as limitless as your imagination, due to a sophisticated adventure generator devised by the

Microprose team.

Advanced role-playing elements are accessed via a comprehensive and unobtrusive point-and-click interface.

This means that the very presence of your adventurers, their intervention in any part of a series of events and their interaction with the many and varied characters, can all have immediate implications or kick off a series of events which could shape the adventure.

TOTAL INTERACTION

Darklands is an adventure requiring intelligence and detective work, rather than pot uck guesses.

This is further enhanced by the realistic settings and characters, which make the comic-like pursuit of so many RPG's seem pointless.

There are no childish magic spells accompanied by puffs of smoke in

Darklands. Here magic and alchemy are based on real spells and concoctions that the people of the time believed were true.

This demonstrates how beliefs which we consider to be crazy now were as important then as Christianity is to many people today - no wonder there was so much conflict!

The game is played on every status level from civilian to emperor and on every plane from cleric or alchemist to warrior.

Your intervention could set off a simple fist fight in a village square, or

bring an emperor crashing down from his throne.

Not surprisingly for a Microprose production, battle strategy plays an important part, and the team has developed an innovative battle-generating system.

Featuring tactical options and animated characters, casting you as battle tactician as well as warrior.

Darklands will be released on PC and compatibles in April, supporting Roland and Adlib, with an Amiga version currently in the planning and development stages.





Nothing is forbidden, everything is permitted.

Write to: Uncle X, X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

X-IT

REVAMP

I haven't written to you for a few weeks, I've been saving it all up. I think you should change your letters pages. They are not letters, rather questions and answers. For example: When is Sonic 2 coming out? How much is an imported Famicom?

Hey, maybe this is how you want it, but I can tell you from a reader's point of view, it's boring!

I think the balance between consoles and the likes of the Amiga and PC is getting better. You could have a couple more pages for the Mega Drive and Famicom instead of reviewing some of the rubbish that takes up valuable space. I think that a lot of Amiga and PC owners are getting a console. Just like myself.

If anyone is having trouble with reliability from mail order companies I can recommend Software City.

After the first order you get a reference number and this gets you a three day delivery.

Last of all, this is the only question I agree with: How about a T-shirt?

PS Did you get many valentine cards?

Jamie Johnston, Edinburgh, Scotland.

Tell me something new! Has it ever gone through your mind that I might get fed up of these letters too? The thing is, people keep writing in with questions, and it is only occasionally that someone feels the

urge to voice their opinions. Basically it's your page, you write the letters, so come on, let's be a little more inventive out there.

As for the balance in the mag between the various machines, we do our best, but you can't please everyone.

You'll find that most mail order companies will provide a similar service to Software City. It helps them to send goods out as quickly as possible and at the same time keep the customers happy. As for valentines, I got hundreds (excuse me? - Doc).

HOLDING OUT

I own an Amiga and think both my computer and your mag are great, so could you please (times five) answer my questions. (See what I mean Jamie, they all want answers. No idle chit-chat here - Unc.)

1. Which is the best out of the CDTV and the Sega Mega Drive CD-ROM?

2. When the colour Game Boy comes out will it be able to use the original Game Boy carts?

3. I really want a Game Boy now, but is it best to wait until summer '93 for a colour one?

Anh Uguyen, Fishermead, Milton Keynes.

1. The two aren't really comparable. The CDTV is a complete multi-media machine which can run educational software, games and so on. The Mega

NEW FANGLED NONSENSE



At the moment people have been blagging on about how good their Mega Drive or Game Boy, or whatever their console is. Well, what can you do on them? Play games and that's about it.

It would be better if people spent a little more dosh and bought an Atari STE or Amiga. Then there could be a whole range of things for them to do. For example, they could program, word process, try out loads of public domain utilities and tons of other things. Also they would save some money on computer games. Thanks.

James Barrett, Milton Keynes, Bucks.

Wow, someone with an opinion to share. I'll have to sit down, it's too much for me! Hope you like the T-shirt.

If you only want to play games why go for an Amiga or ST when you can save yourself quite a lot of money by buying a console? Granted if you do want to program and so on, just having a console would be quite a large handicap!

Anyway, enough of my opinions, what do you lot out there think, if you do? Get a pen and paper and begin, Dear New Fangled Nonsense...

CD-Rom is basically an enhancer for a games console.

2. The software will be compatible with the new machine.

3. It's up to you really. It's not even summer '92 yet, so do you think you can hold out?

FAMILY FEUD

On buying Jimmy White's Snooker I did not realise what I had let myself in for. You see the problem is my dad, he won't stop playing the game.

If I fancy a quick game of Robocop or even Robocop 3 he's always there, morning, noon and night.

Even worse than that he's good. He has his name on all 15 highest breaks and has won most of the games I play with him. Worse than that he knows he's

good and is as cocky as anything.

Is there a cure or am I the only one with this problem?

Nigel Craft, Lt Thetford, Cambs.

Looks to me like you can't stand the competition. It's not your dad's fault that he recognises a good game when he sees one. Well as they say, practice makes perfect. But seeing as you can't get near to your machine it looks like you're stuffed! Tough luck there Nige.

IT'S A HARD LIFE

I have an Amiga, Lynx 2 and Sega Game Gear. I prefer the Lynx to the Game Gear. The questions I want to ask are:

1. Are Mario, Mario 2 and Mario 3 coming out onto the Amiga.

MORE QUESTIONS?



I think that Games-X is absolutely brilliant, especially seeing that it is a weekly mag. I just think that there should be more IBM PC reviews. I was thinking about buying a hand held console. Which one out of Lynx, Game Gear or Game Boy should I buy?

Also, what is the Hyperboy? I have seen it in mail order adverts in the mag and I am desperate to find out about it. It was in the section for additional for the Game Boy.

PS I think Wrestlemania on the PC

is brilliant. I bought it after reading the advert in issue 26.

I find it easier with a joystick than the keys but still win the belt quite simply with all my credits, even though you get three on the ST in comparison to two on the PC.

PS Which game should I get next for my PC?

Marky Mark Cleaver, Hendon, London.



I swear by my Game Boy; the batteries last for ages, I don't mind the mono screen and there's Tetris of course. If you want a colour hand held however, the quality of the graphics is slightly superior on the Lynx and the games are also better. Its scrolling and rotational abilities are also impressive.

The Hyperboy incorporates a magnifying lens, light, amplifier and speakers in one unit. Forget the concept of hand held though, this beast is about four times the size of the Game Boy which fits in the back if it. There was a full review in issue 40 of Games-X.

Dear Mr or Mrs Newsie,

Please would you reserve/deliver a copy of Games-X every week for:

Name

Address

Post Code

Note to newsagent: Games-X is available on a sale or return basis from UMD - tel: 071 700 4600

2. if so when?

The only reason I'm asking is because I'm not allowed to have a Nintendo just for the Mario series.

PS Please print this letter because there was a lot of hard work put into it.

Sam Vale, Bartley Green, Birmingham.

Some people are never satisfied are they? You've got three machines and you want another one. That's typical of the younger generations nowadays and as for letter writing being hard work, pah!

If you read Games-X regularly you would know that the rights to Mario have been snapped up by Mindscape but that's as far as the info goes. My advice is, don't hold your breath, it could be a long wait.

PACK IT IN

I have a Nintendo Game Boy and for Christmas I was given the sound amplifier, game light and screen magnifier. I already have a case that holds the Game Boy and eight games, but the other accessories don't fit in there and I wanted to know if Nintendo sells a case that holds the lot.

I also wondered if you could tell me when Kick Off will be out on the Game Boy?

Wesley Prodric, Hextable, Kent.

You can now get hold of a plastic case with enough space to hold all the gadgets you could ever dream of owning... and the cuddly toy. It's called the Carry-All DLX, costs £20 and can be bought from a selection of shops - take a look at next week's Console Connexions.

Kick Off will be out later this year.

IN ANOTHER LIFE

I couldn't help noticing the similarity between my brother and the main character in the computer game Prehistorik (take a look at the photo).

1. Please state whether the cheats printed are for one or two disks.
2. Have you got any cheats for arcades?
3. Do you have a cheat for Bubble Bobble on the ST?

PS Please can I have a T-shirt and if you

TEAM TALK

Things have been getting very strange of late, old Scoop Clarkson has been wrapping himself in cardboard making it impossible to sit down and he doesn't half look silly! But then again, what's new?

Alex has had a birthday and is now the tender young age of 19. Not long to go

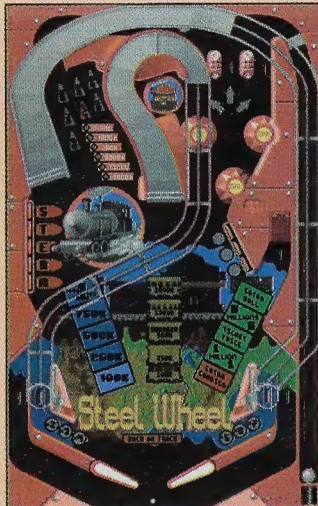


before you can kiss the teenage years goodbye, eh All!

Not only this but Fungus has an ageing day coming also, reaching 25 before the end of the week.

This may also be a fitting time to remind you all that your favourite mag in the whole world is one year old in only seven weeks time. Let's hope that our sanity can hold out for just that little bit longer!

HOT SPOT



Casting its insidiously addictive spell over the office this week has been Pinball Dreams from 21st Century Entertainment. Nick's taken up permanent residence in the office in his apparently endless quest for the enormous score.

put a sarcastic answer to my letter I will send my brother round.

Max Bush, West Hamstead, London.

Well what does everyone else think?



1. The cheats are for the version you buy in the shops.
2. Cheats are created to allow a game to be fully tested. If you think about it, an arcade manufacturer would be pretty annoyed if a cheat for infinite lives got out. By and large you can only access the options screen if you can get inside the cabinet and seeing as how you don't own it, you can't!
3. Wrong page. I'm nothing like a large white blob.

NEXT WEEK out Thursday 5th March

★ **EXCLUSIVE** review of Project X, the fast action shoot'em-up from Team 17

★ **Sneak** previews of Microprose's B-17 and Hook from Ocean

★ **The ultimate guide to Hudson Hawk - loadsa tips!**

★ **Take a peek at CodeMasters' Super Seymour, Prince of the Yolkfolk and Spellbound Dizzy**

★ **Street Talk from Microland in Waterlooville near Portsmouth**

Contents are subject to change

WHO DUNNIT?

EDITORIAL

Deputy Editor: Pam Norman
News Editor (North): Nick Clarkson
News Editor (South): Jason Spiller
Production Editor: Feargus Carroll
Production Asst: Sharon Greaves
Consoles Editor: Alex Simmons
Staff Writers: John Davison, Brian Sharp, Nick Walkland

ARTWORK

Art Editors: Jonathan Ross, Jane Gollner
Asst. Art Editor: Rob Sharp
Advertising Artwork: John Fellows

COMMERCIAL

Group Ad Manager: Nadia Lawlor
Ad Manager: Steve Darragh
Sales Executive: Ian Kenyon
Circulation Manager: David Wren
Production Manager: Carolyn Wood
Managing Director: Hugh Gollner
Chairman: Derek Meakin

PUBLISHED BY

Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.
Tel: 0625 878888
Fax: 0625 876669
Printed by BPC, Colchester
Distributed by UMD,
tel: 071 700 4600

Games-X original concept and design by Hugh Gollner

While Europress Interactive does its best to ensure that all information contained within the editorial and advertising is correct, Games-X cannot be held responsible for any omissions or inaccuracies. No part of this magazine may be reproduced without written permission.



MOTOR RACING MADNESS!

INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.

With the money you win, plan your attack for ten different circuits - do you play safe with better brakes or go for it with more engine power? Do you boost your turbo or your crew? - the decision is yours.

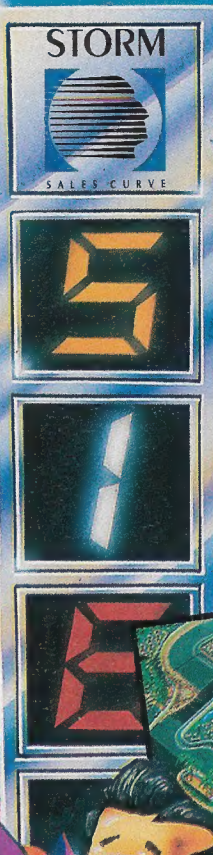
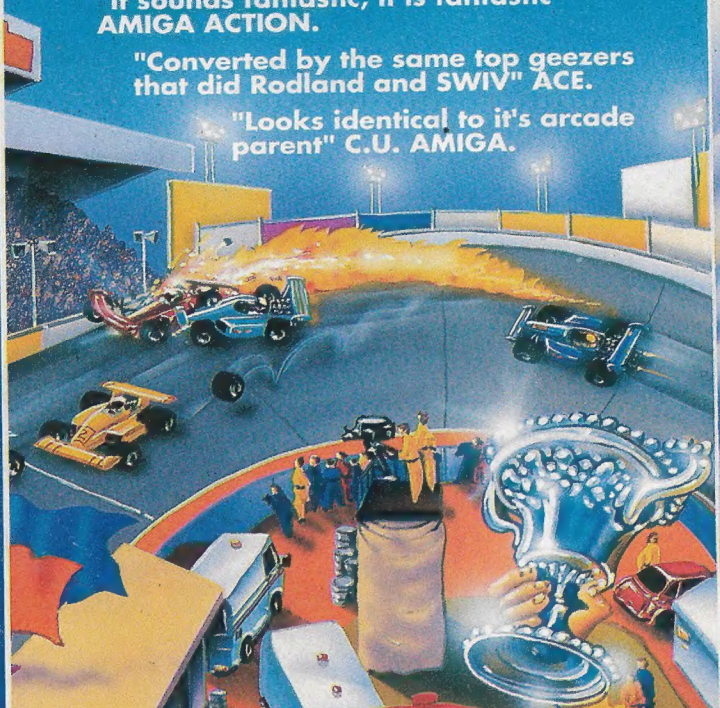
With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.

"It sounds fantastic, it is fantastic" AMIGA ACTION.

"Converted by the same top geezers that did Rodland and SWIV" ACE.

"Looks identical to it's arcade parent" C.U. AMIGA.

INDY HEAT



Screenshots from Amiga version.



Available - February.
Amiga/ST £25.99.
C64 cassette £11.99,
disk £15.99.

